

DAVE VASQUEZ

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OBJECTIVE

To create stories by breathing life into organic and inorganic characters and objects.

WORK EXPERIENCE

Rhythm & Hues

04/2009 ~ Present

Alvin & The Chipmunks: The Squeakquel – Animator

Electronic Arts

07/2003 ~ 04/2009

Sims 3 – Animator

- o Animated complex characters and objects for in-game interaction sequences.
- o Participated in creating animation workflows, documentation and mentoring new animators.

The Sims 2 Castaway – Lead Animator

- o Helped supervise a team of 5 animators to create in-game animation sequences.
- o Animated characters (biped and quadruped) and objects for in-game animation sequences.

Sims 2 Pets – Animator

- o Animated quadruped dog and cat characters for in-game interaction sequences.

Sims 2 Console – Object Animation Lead

- o Supervised a team of 3 animators to create object animations for in-game interaction sequences.
- o Animated characters, objects and prop animations for in-game interaction sequences.
- o Established a mentoring process for new animators including video tutorials and written documentation.

The Urbz: Sims in the City – Animator

- o Animated complex characters and objects for in-game interaction sequences.

The Sims: Bustin' Out – Animator

- o Animated complex characters and objects for in-game interaction sequences.

SKILLS

Maya
3ds Max/Character Studio

Rhythm & Hues Proprietary Software
Flipbook

After Effects
Premiere

EDUCATION

- **AnimationMentor.com**

Diploma in Advanced Character Animation Studies

2006

Victor Navone

Pixar Animation Studios

Class 1

Doug Dooley

Pixar Animation Studios

Class 2

Jason Ryan

DreamWorks Animation

Class 3

Jason Schleifer

PDI/DreamWorks

Class 4

Cassidy Curtis

PDI/Dreamworks

Class 5

Matthew Russell

Valve

Class 6

- **Academy of Art University**

B.F.A Character Animation

1999

- **UCLA Film School**

B.A. Motion Picture/Television

1990