



CHARACTER ANIMATOR

1199 Seymour St., #1402 Vancouver BC, Canada V6B1K3
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<http://www.johnvassallo.com>

Focus: Creating convincing, entertaining character performances for film, television and games.

Overview: Animator with 9 years experience, Bachelor Degree in Animation. Multiple feature film credits.

Experience:

Sony Imageworks January 2012 – present Vancouver, BC. Canada

Senior Character Animator: "*Hotel Transylvania*" (2012)

- Created stylized character performances for feature animated film
- Rig testing and feedback.

Rainmaker Entertainment May 2011 – December 2011 Vancouver, BC. Canada

Lead Character Animator: "*Escape from Planet Earth*" (2013)

- Created character performances for feature animated film
- Mentored other animators on performance and technique.
- Helped to develop specific animation styles for characters
- Tested rigs and quality control

Weta Digital September 2010 – May 2011 Wellington, New Zealand

Character Animator: "*Rise of the Planet of the Apes*" (2011)

- Created creature performances using keyframe and motion capture methods

Animal Logic February 2010 - September 2012 Sydney, NSW, Australia

Character Animator: "*Legend of the Guardians*" (2010)

Rhythm and Hues Studios May 2007 - December 2009 Los Angeles, CA. USA

Lead Character Animator, Character Animator

- Created character performances for multiple feature film projects.
- Assisted and mentored other animators.

"Alvin and the Chipmunks" (2007) "Incredible Hulk" (2008) "Night at the Museum 2" (2009)

"Cirque Du Freak, the Vampire's Assistant" (2008) "Alvin and the Chipmunks 2" (2009)

Luma Pictures June 2006 - March 2007, December 2010 Venice Beach, CA. USA

Character Animator

- Animated creatures props and cameras for feature film projects
- "The Covenant" (2006) "Apocalypto" (2006) "Primeval" (2007) "Pirates of the Caribbean 3" (2007)
"Percy Jackson and the Olympians: The Lightning Thief" (2010)



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Experience (Ctn'd):

Digital Domain February 2006 – May 2006 Venice Beach, CA. USA

Character Animator

- Animated characters and creatures for commercial projects and game trailers.
- Tetris "sky dive" TV spot, Gears of War TV Spot

Stargate Films June 2003 – February 2006. South Pasadena, CA. USA

Generalist Visual Effects Artist, Animator

- Character animation, modeling, lighting and texturing of photo real visual elements for assigned shots.
- "ER", "CSI", "Into the West" Television mini series

Education:

1999–2003 **College For Creative Studies** Detroit, MI. USA
B.A., Fine Arts, concentration in animation

2006, 2009 **Gnomon School of Visual Effects** Los Angeles, CA. USA
Multiple Character animation classes taught by Dreamworks animators.

Skillsets:

- Animation for emotional character performance, lip sync and acting, creature animation, mechanical and camera animation.
- Modeling and rigging of characters, including bipeds, quadrupeds, faces and creatures.
- Software: Maya, XSI, 3DS, MAX Voodoo (Rhythm and Hues proprietary)

References: Available upon request