



CHARACTER ANIMATOR

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<http://www.johnvassallo.com>

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

Overview: Animator with over 12 years experience, Bachelor Degree in Animation. Multiple feature film credits.

Demo Reel: http://www.johnvassallo.com/character_anim_reel/

Experience:

Sony Imageworks January 2012 – June 2013, August 2014 - present Vancouver, BC. Canada

Lead Animator "Smallfoot" (2018) "*Hotel Transylvania*" 2 (2015)

Senior Character Animator: "Storks" (2016) "Smurfs" (2017) "*Cloudy 2*" (2013)

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

- Created stylized character performances for feature animated film

Walt Disney Feature Animation February 2014 – August 2014 Los Angeles, CA USA

Character Animator: "*Big Hero 6*" (2014)

- Created stylized character performances for feature animated film

Pixar Canada September – October 2013 Vancouver, BC. Canada

Studio was closed in the first 2 weeks of my employment

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)



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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)

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

Teaching: **Animation Mentor Online Animation School**, Class1 & 3 instructor. 2013

Guest Lecturer:

College for Creative Studies, Detroit, MI.
Laguna College of Art and Design, Laguna Beach, CA.
VanArts Institute of Media Arts, Vancouver BC. Canada

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.

2017 Vancouver Academy of Dramatic Arts Vancouver, BC Canada
Completed 8 week Introduction to Acting course taught by professional actor.

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