

ROGER BLONDER, mfa
roger@rogerblonder.com

[EXPERIENCE]

Wisdom Tree Media/Poemation

Founder/Producer/Director/Animator - 1992 →

Responsible for all aspects of creative production for animated and interactive projects. Duties include:

- Business Development: Research, affiliate relations, fundraising/grant writing
- Budgeting and scheduling
- Visual development: Storyboarding, art direction, digital painting, animation, packaging design
- Sound production and design
- Casting and directing of vocal, artistic and musical talent
- Technical Direction
- Film festival submission, educational media market distribution.
- Web Site Design and Production including flash animation and programming

See filmography/project list for screenings and awards.

New Community Jewish High School, West Hills, CA

Director of Media Arts

August 2005 →

Curriculum development and instruction in digital media and animation.

Software covered includes Flash, Photoshop, and After Effects.

Art Center College of Design, Pasadena, CA

Instructor

January 1999 - 2005

Curriculum development and instruction of courses including *Animation for Motion Graphics*, *The Evolving Children's Story: Innovation in New and Traditional Media*, *Movement Based Design Methods and Created Motion and Sound*

Member of a six person committee established to develop curriculum for the Movement Based Design track of the Graphics Department and overhaul of the Interactive Multimedia curriculum and course offerings.

Spearheaded an initiative to coordinate animation education and resources between school departments.

Loyola Marymount University

Instructor, Animation

Advanced Animation and Computer Animation 1995 – 1997

Provided individual instruction/mentorship to animation students working on independent projects. Taught upper division students the fundamentals of computer animation.

Writing for Animation 1999 and 2000

Instructor of animation storyboarding to lower and upper division animation majors.

OppTree Inc.

Creative Team Builder, Consultant

October 1996 - December 2002, core operation. Consulting ongoing.

Founded creative talent agency representing creative artists and production professionals to clients including Dreamworks Interactive, Electronic Arts, Sony Pictures Digital Entertainment, TBWA/Chiat Day, Simex Digital Studios, NueArt Pictures, Warner Brothers, Viant, Sapient, Verant Interactive, and many others.

Dreamworks Interactive

Art Department

March 1996 – September 1996

- Key participant in game/story development
- Responsible for recruiting character animators, modelers, environment modelers, texture painters, and concept designers to the start-up computer gaming company.
- Optimized portfolio evaluation system
- Managed flow of artist portfolio submissions

Skirball Cultural Center/MicroNet Multimedia

Interactive Project Developer

February 1995 – April 1996

Project Developer of *Dig It*, An archaeology interactive installation for the permanent children's exhibit in the Los Angeles museum/cultural center. Responsibilities included: writing, interactive design and authoring (Macromedia Director/Lingo programming), graphic design, animation production, hiring and directing external character animators.

UCLA School of Theater Film and Television

Interactive Project Developer

January 1994 - June 1994

Co-Developed and Co-Authored the *Interactive Teaching System for Animation (ITSA)* CD-ROM for the UCLA Animation Workshop

Teaching Assistant, Graduate Animation Workshop

1993- 1995

Awarded teaching assistant fellowship for UCLA Animation Workshop in school years '93-'94 and '94-'95. Provided in-class support, supervised labs and technical workshops, and provided individualized instruction to all undergraduate and graduate students in the program.

UCLA, Theater Arts Special Collections Archive

Database Designer and Archivist

Walter Lantz Collection

March - July 1992

Preliminary sort, database and catalogue design of the entire Walter Lantz Collection consisting of hundreds of boxes of unorganized original drawings, cels, storyboards and production notes from the studio best known for creating Woody Woodpecker.

Museum of Tolerance, Simon Wiesenthal Center

Museum Manager

1990 - 1993

Research on historical maps for the multimedia center.
Trained and supervised museum docents, led VIP tours

Animagic Animation

Production Assistant

June-Sept. 1990

Production assistant for Oxberry Motion Control camera shoots. 3D Modeling and 2D matte creation for television commercials and corporate videos. General studio support

[EDUCATION]

UCLA: Master of Fine Arts: Film and Television, Animation, 1995
UCSD: Major: Management Science, Minor: Anthropology. 1989
American Animation Institute: Life Drawing, Quick Sketch, Background Painting, Art and the Industry, Animation Mechanics
University of Judaism, Continuing Education courses

[COMPUTER SKILLS]

After Effects, Photoshop, Flash (animation, design and intermediate Action Scripting), Premiere, Final Draft, Microsoft Office

[ACADEMIC PUBLICATION]

Mosquitoes, Dinosaurs and the Image-ination: Pre Historic Animation from Pre-Gertie to the Post Jurassic Era
Society for Animation Studies International Conference, October 1994
[Animatrix Journal for Animation Studies](#), 1995 issue

[HONORS/JURIES/RESIDENCIES]

Artist-In-Residence, Brandeis-Bardin Institute BCI Program, Summer 2004
Jury Member, 2003 Humboldt International Short Film Festival

[PASSIONS]

Hiking, piano, guitar and drums, writing, modern Jewish thought, mysterious crop formations, and Daddy-ing