

Jeremy Putnam - Technical Animator

Education

Ringling College of Art and Design, Sarasota FL

Bachelor of Fine Arts in Computer Animation

– May, 2010 Graduate

Animation Experience

Technical Animator, Riot Games, Culver City, CA (2010 - Present)

- o Animated new player character champions and polished existing animation.
- o Rigged and weighted new skins and characters; posed new characters for splash art
- o Developed scripts and tools for art department using Python and Mel

Computer Animator, Sarasota, FL (2006 - 2010)

- o Completed several short animation pieces under strict deadlines and requirements
- o Achieved recognition in the form of Best of Ringling participation
- o Developed character/ environment designs, storyboards, models, textures, and final animations
- o Developed scripts and tools for department use using Python and Mel

Online Animation Basics Instructor, Newton, MA (Summer 2009)

- o Taught animation principles and techniques in lecture and forum format to an online community.
- o Provided helpful example animations and lessons created in Adobe Flash
- o Greatly improved understanding for both new and experienced animators

Personal Maya Instructor, freelance, Newton, MA (Summer 2008)

- o Taught Maya basics one-on-one, covering polygon and NURBS modeling, simple animation, IK chains, UV?, texturing, etc.

Concept Art Experience

MMO Concept Artist, Sarasota, FL (2008-2009)

- o Worked with amateur design team on a non-commercial MMO project
- o Influenced art direction by providing meaningful critique of other artists' work
- o Created superior character/ asset/ environment designs chosen for use in the game world

Freelance Illustrator, Suburban Conspiracy, Waltham, MA (Summer 2008)

- o Illustrated content for monthly articles on popular geek/ gamer website
- o Created customized illustrations for specific fantasy game worlds

Software and Languages

Autodesk Maya 8.5, Maxon Cinema 4D, Corel Painter X, Flash CS3, Photoshop CS3, Adobe Premiere CS3, Shake, Pixar's Renderman. Scripting experience with Mel, Python, HTML, PHP, and CSS.

Awards / Activities / Interests

GDC San Francisco Volunteer, 2010. Recognized for excellent attitude and service beyond the call of duty. Best of Ringling - Entrant, 2008 and 2009 - *“Sumo, Worm Food, and Captain Stewey*. Pieces chosen as exceptional examples of animation, acting, and art direction for student juried show. Interests include tabletop gaming, video games, writing comics, and moderating an online art community. Performs as game master in several tabletop gaming groups. Loves all elements of game art and design. Enjoys fantasy and science fiction novels. Dabbles in several musical instruments, including guitar and electric violin. Portfolio at <http://jeremyputnam.com>. References available on request.