

JOHN X. NGUYEN

19628 Ellis Henry Court, Newhall, CA 91321
John @johnanimation.com - 805.573.5990
<http://www.johnanimation.com>



Introduction

As a storyteller with a passion for bringing characters to life, John has worked in CG industry for over 20 years and on almost 30 films. His experience encompasses all facets of production and a variety of roles, including modeler, lead modeler, rigger, animator, lead animator, animation manager, digital supervisor, CG supervisor, app developer, and Objective C programmer in film, television, commercials, video games, and smart phone applications. In addition, John is an educator who has developed training programs for studios and currently teaches and mentors young animators at Animation Mentor.

Professional Experience

Walt Disney Imagineering – Show Animation Principal, 11/2015 - present

- Manage multiple, concurrent animation projects and supervise, manage, and train employees.
- Previs animation. Animate figures for Disney park attractions

Disney Consumer Products – Animation Director / Manager, 5/2014 – 11/2015

- Coordinated multiple animation projects (5-20 simultaneously) and supervised, managed, and trained 8 employees on site and up to 30 in various locations overseas. Brought standard of animation department to feature animation level. Trained animators to work in multiple animation styles on several major Disney properties. Managed employees and contractors in various overseas locations. Gave creative feedback via email and video conferencing to ensure high quality animation work and gave final approval when product met Disney quality standards. Gave technical and artistic direction for all CG work.
- Supervised the design and creation of a new 3D Mickey, Minnie, Goofy, Pluto, Daisy, and Donald to be used company wide. Defined and created different animation styles for multiple intellectual properties across the Walt Disney Company.
- Oversaw technical needs relating to animation. Scripted animation tools (MEL script) as needed.
- Worked in Unity to facilitate game production.
- Co-wrote, directed, and oversaw cinematic intros for key Disney characters in multiple game projects. Collaborated in designing new games.
- Attended daily meetings with department managers and stakeholders including engineers, game design, and the art department to collaborate, compromise, and coordinate production.
- Worked with upper management and executives to ensure product quality. Worked with other teams to create toys and books.

AnimationMentor.com - Class Mentor, 6/2011 - present

- Teach and mentor students in character animation teaching 12 principles of animation and advanced animation performance techniques and concepts.
- Critique student assignments giving written and recorded notes. Help students with technical and performance issues in their animations.
- Give weekly lectures and answer questions about applying animation principles.

John Animation – Owner, Animator, Modeler, Programmer – Various Projects, 2/1999 - present

- Created several iPhone and iPad apps including concept design, art, interface design, and programming in Objective C with a focus on creating attractive, intuitive games for all ages to enjoy.
- Animated human characters and creatures for several major motion pictures, direct to DVD videos, television animation, and video games using Maya.
- Modeled human characters and creatures for several major motion pictures using Maya. Modeled 3 apostles for the Rome Temple Visitor Center using Z-Brush.
- Conceived and created short film projects including storyboards, character design, color, modeling, art direction, animation, and editing.

Disney Interactive – Animator – Club Penguin Game and unnamed projects, 2/2012 – 5/2014

- Animated human characters for upcoming game project. Animated penguins and puffles for Club Penguin game. Responsible for animation, choreography, design, and integration.
- Worked with game designers, art directors, and engineers to integrate animation.
- Responsible for ensuring quality animation from third party vendors.

Luma Pictures – Animator - Underworld 4, 11/2011 – 12/2011

- Animated werewolves in biped and quadruped modes. Work includes pantomime, facial and dialogue animation. Worked with animation supervisors and director to reach desired performance and storytelling.

BrainZoo Studios - Lead Animator - Kinect Star Wars, Mr. Potato Head game, 8/2011 - 10/2011

- Supervised and mentored animators for in-game and cinematic animations. Layout of scenes including blocking, character animation, and camera animation. Animated characters and clean up mocap data.
- Oversaw technical needs relating to animation. Scripted animation tools (MEL script) as needed.

ReelFX – Character Animator – Ice Age: A Mammoth Christmas, 4/2011 – 7/2011

- Animated characters for an animated television/DVD project. Work includes pantomime, facial and dialogue animation. Worked with animation supervisors, and director to reach desired performance and storytelling.

Digital Domain - Senior Character Animator - Mummy 3, Transformers 2, Percy Jackson and the Olympians, Tron Legacy, Transformers 3, 4/2008 – 4/2011

- Animated mummies (Mummy 3), Robots (Transformers), Hydra (Percy), Fury creatures (Percy), Clu (Tron), Stunt Bike (Tron), Jet Pilots (Tron), and Rinzler (Tron) to work with live action characters and dialogue.
- Worked with animation directors and supervisors to determine performances, including pantomime, facial, and lip sync.

CafeFX - Lead Animator - Speed Racer, 11/2007 – 3/2008

- Supervised a team of 11, and animated cars and drivers for “Fuji Helixicon” race sequence. Oversaw animation, layout, rigging, and modeling teams.
- Trained animators and communicated shot direction to animators. Assigned shots and maintained shot schedule.
- Designed animation pipeline to work with main production pipeline. Oversaw technical needs relating to animation. Scripted animation tools (MEL script) as needed.
- Staffed and trained the modeling, rigging, and animation team.

Rhythm and Hues - Character Animator - Alvin and the Chipmunks, 4/2007 – 11/2007

- Animated Alvin, Simon, and Theodore to work with live action characters and dialogue.
- Worked with animation directors and supervisors to determine performances.
- Animation work included pantomime, facial, and lip sync.

CafeFX- Lead Animator - Evan Almighty, 9/2006 – 2/2007

- Supervised rigging, layout, and a team of animators.
- Animated creatures based on previs. Staged and blocked all characters in scenes. Worked with director to determine character performance. Animated creatures to work with live action plates.
- Designed animation pipeline to work with main production pipeline. Oversaw technical needs relating to animation. Scripted animation tools (MEL script) for animation pipeline.

BrainZoo Studios – Animator, 5/2006 – 8/2006

- Animated characters. Staged and blocked all characters in a scene. Worked with director to determine character performance.

Hydraulx - Character Animator - X-men 3, Poseidon, Coke, 3/2005 – 7/2005

- Animated CG characters based on storyboard. Created and choreographed performance of characters. Staged and blocked characters in layout. Worked with directors to achieve desired performance. Animated CG characters to interact with live action plates.
- Scripted animation tools (MEL script) for animation pipeline.

ReelFx Studios - Character Animator - G.I. Joe Venom vs Valor, Action Man the Movie, 9/2004 – 12/2004

- Animated characters based on storyboards. Staged and blocked all characters in a scene. Lip sync and expression animation for all characters. Worked with director to determine character performance.

Universal Studios Animation - CG supervisor/ CG animator - Curious George, 3/2003 - 12/2005

- Supervised digital department and all aspects of digital production, including modeling, rigging, animation, layout, rendering, and lighting.
- Worked with other lead traditional animators to define animation style for CG characters and robots. Assigned, critiqued, and approved all CG shots to ensure they were of feature animation quality.
- Animated tests for CG George and Man in the Yellow Hat. Animated CG characters to interact with 2D environments and characters, including staging, blocking, final animation, and lip sync.
- Designed animation pipeline to work with main production pipeline. Oversaw technical needs relating to animation. Scripted animation tools (MEL script) for animation pipeline.
- Staffed and trained the CG team. Trained 2D animators to work in 3D environments and overseas 3D team on 3D/2D hybrid process.
- Reviewed 3D work from outsourced vendors. Gave feedback and direction to ensure proper style and quality.
- Co-directed "Clovis' lab" sequence.
- Created and managed CG budget.

Hammerhead Studios – Lead Modeler - The Chronicles of Riddick, 12/2002 - 2/2003

- Created digital models for "The Chronicles of Riddick"

Warner Bros. Feature Animation - Animator/modeler - Looney Toons: Back in Action, 5/2002 – 10/2002

- Animated CG characters and props. Modeled props and characters for 3d/2d integration.
- Worked with Eric Goldberg to maintain "Warner Bros" style of animation throughout the CG elements.

Centropolis - Front End Digital Supervisor, 1/2002 – 4/2002

- Supervised a team of 10 artists: modelers, riggers, and animators, for "The Matrix: Reloaded" and "The Matrix: Revolutions." Staffed, trained, and directed the modeling, rigging, and animation team, including shot assignments and approvals.
- Oversaw concept design for ships. Took multiple concept designs and helped merge into one final design for each ship. Redesigned the two main ships: Nebuchadnezzar and Mjolnir. Designed two major CG environments.
- Created new modeling pipeline to work inside existing rigging and animation pipeline. Designed animation pipeline to work with main production pipeline and scripted animation tools (MEL script) as needed.

DreamWorks Feature Animation – Modeler, 8/2001 – 1/2002

- Created digital models for "Sinbad: Legend of the Seven Seas."
- Scripted animation tools (MEL script) for modeling pipeline.

Walt Disney Feature Animation - Assistant Animator – Treasure Planet, 10/1998 – 8/2001

- Cleaned up and in between animation of CG characters as they interacted with traditional animated characters. Cleaned up animation and animated a CG arm, leg, and eye on to the "Silver" character (2D).
- Layout scenes involving CG.

VIFX - Modeling Supervisor, 8/1997 – 10/1998

- Supervised modeling team on "T-Rex: Back to the Cretaceous," training in new modeling pipeline and techniques.
- Led team creating models for 6 different dinosaur species. Assigned and approved models. Worked with other departments to integrate CG models into live action plates.
- Redesigned modeling pipeline for work with creatures using Farro Space Arm.

Viewpoint Datalabs – Modeler, 5/1994 – 7/1997

- Created models for use in numerous video games, television commercials, and feature films, including: vehicles, architecture, characters, and creatures.

Education

University of Maryland: Bachelor of Science

Major: Behavioral and Social Science, Minor: Technology and Management

Animation Mentor

Advanced studies in character animation

Technical/Software Experience

Maya including MEL scripts, Z Brush, 3D Studio Max, Soft Image, After Effects, Adobe Premiere, Unity, Photoshop, Objective C

Professional Associations

Active: ASIFA – Hollywood (The International Animated Film Society)

Inactive, but can reinstate: Motion Picture Screen Cartoonists and Visual Effects Society (VES)

Awards/Recognition

Siggraph FJORG 2008 - 1st place winner for "The Red Truck"

"Pure Animation" - Cingular "Push to Talk" animator

Houston International Film Festival Platinum Award winner for Animated Short Films: "Something Fishy"