

Sebastian Varas Wright

OBJECTIVE:

To pursue a long-standing career in Technical Animation.

PROFILE:

- Have a strong understanding of Maya and technical needs of animators.
- Ambitious person always looking to learn and grow in the technical animation field.
- Takes directions well and has a positive outlook on all situations.
- Creative problem solving skills.
- Willing to use extra effort in order to finish a job within deadlines.

EDUCATION:

Gobelins - Santiago, Chile

- Master Class in Animation 2013

Full Sail University - Winter Park, Florida

- Bachelor of Science in Computer Animation 2008
- Associate of Science in Computer Animation 2007

Mott Community College - Flint, Michigan

- Study of Japanese Language 2005

Grand Blanc High School - Grand Blanc, Michigan

- Graduated in good standing in 2005

EXPERIENCE:

Animator – Behaviour (January 2011 – still employed)

List of Projects

- Dead By Daylight
- The Peanuts Movie: Snoopy's Grand Adventure
- SpongeBob HeroPants
- Here They Come (Mobile Game)
- Hex Bug (Mobile Game)
- Pacific Rim (Mobile Game)
- After Earth (Mobile Game)
- Wipe Out in the Zone
- Wipe Out 2
- Voltron Defender of the Universe (the game)
- Doritos Crash Course (DLC)
- Ice Age 4 (The Game)
- Crash Course 2

Commission Work – Freelance Artwork & Animation (March 09 – December 2010)

Internship – Graduate Assistant for Luis Suarez at Full Sail University (January 09 – March 2009)

WORK HISTORY

- ◆ Behaviour – Technical Animation/Character Animator (January 2011 – Still employed)
- ◆ Freelancer - Animator/Tech Animator (May 08 - December 2010)
- ◆ CVS/Pharmacy – Shift Manager (October 09 – December 2010)

COMPUTER SKILLS -

Maya Software – Rigging; Mel; Python; Animation

Unreal 4 - Blueprints, State Machines, Dynamics, Cloth

3 D Studio Max - Rigging; Animation; Character Studio

Microsoft Office -Word; Excel Sheet; Power Point; Outlook

Other Software - Unity; Adobe Premiere Pro; Adobe Photoshop;

Other Skills: Languages Spoken: English, Spanish