

SHERVIN ETAAT

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PROFESSIONAL EXPERIENCE

- 2015-2018 **FX Networks**, Sr Designer/ Lead Animator. Designed and developed various projects while over seeing teams of artists.
- 2015 **Logan**, Designer/ Animator. Created concepts and illustrations for commercial pitches, as well as animation for Nissan.
- Invisible Light Network**, Designer/ Animator. Created design and animation to be used in projection mapping projects.
- Method**, Lead Animator. Created animation, storyboards and design for the end credit sequence of 20th Century Fox's The Watch, and animation for the feature film, Cloud Atlas.
- 2014 **Roger**, Animator. Created 2D digital animation to be used in FXX promotion for The Simpsons.
- BPG**, Animator. Created 2D digital animated promotional material for Sprout (TV Network).
- 2013 **Laundry**, Animator. Created 2D digital animation to be used in Intel's The Power Inside, and Point Grey.
- Boss Creative**, Animator. Created 2D digital animation to be used in an Adult Swim commercial trailer for Summit Entertainment's, Now You See Me.
- Buster**, Animator. Created 2D digital animation to be used in commercials for Fandango.
- Cave of Time Pictures**, Designer/ Animator. Created animation, storyboards and design for company branding animation.
- 2012 **Wolf & Crow**, Designer/ Animator. Created design and animation to be used in commercials for Apple.
- Slanted Studios**, Animator. Created 2D digital animation to be used in commercials for Coach.
- 2011 **Psyop**, Animator. Created 2D digital animation to be used in commercials for Reebok Zigtec campaign and Norton Antivirus.
- Shilo**, Designer/ Animator. Created design and animation to be used in commercial for Spin Master.
- Duck Studios**, Compositor/ Animator, on various commercials and short form projects.
- TrailerPark**, Animator. Created 2D digital animation to be used in commercial for Ambercare.

- Blacklist**, Animatic Storyboard Artist. Developed animatic for Above the Influence, a public service announcement.
- 2010 **SDF-1**, Animator. Created 2D digital animation to be used in commercial for Yahoo.
- James Young Ent**, Art Director of visual development, for an animated feature produced by James Young Entertainment.
- Motor Ent**, Designer/ Animator for PreHistin, a commercial produced by Motor Entertainment. Creating design, layout and animation.
- 2009 **Konami**, Designer of video game for Konami Digital Entertainment. Creating asset design, UI art and conceptual design for game.
- 2008 **Director** of Animated film, Bandits of the Egg. Creating the story, preliminary art, color styling, storyboards, 2D/ 3D integration, editing, compositing, design and animation, while over seeing a group of animators, colorists and modelers.
- 2007 **Nickelodeon Studios**, Intern for the production of Avatar The Last Airbender. Working with the production team to prepare material for the artists.
- G7**, Intern. Working with a development team to conceptualize pitch layouts and design bibles in Adobe Photoshop.

SELECTED SPECIALIZED SKILLS

- Animation
- Conceptual Design
- Color Styling
- Character Design
- Illustration
- Storyboarding
- Flash/ Animate CC
- Digital Painting
- Adobe After Effects
- Photoshop

EDUCATION

- 2004-2008 University of Southern California, Master of Fine Arts, Division of Animation and Digital Arts.
- 1999-2002 California Institute of the Arts, Bachelor of Fine Arts, Character Animation.
- 1998 University of Los Angeles California, Fine Arts major, School of the Fine Arts and Architecture.