KEN MUSIC   CHARACTER ANIMATOR

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SUMMARY

Senior 3D character animator, expert in creating high-quality animation for movies and television. Strong attention to detail and ability to work well under deadline pressure with a proven track record of success in lead roles. Team player committed on delivering polished animation work that exceeds client expectations.

EXPERIENCE

Ad Work Highlights   2017 -   Present

The Mill, New York, NY

   Animator on ads for Pepsi, Scana Energy, Marvel, Moncler, PA Lottery - Pre-vised ads for PA Lottery

Brand New School, New York, NY

   Animator on ads for Meta, Google, Apple, Honda, Salesforce, Door Dash, McDonalds, Kellog's, Tylenol, Panera

Charlex, New York, NY

   Animator on ads for Cheerios, Cinnamon Toast Crunch, Musselman's, Ziplock, Intel, Jarritos, Verizon, Subway

Zero VFX, Boston, MA

   Animator on VFX for I Wanna Dance with Somebody feature film and an unreleased Netflix movie

TV Series   2016 - 2017

Nickelodeon, New York, NY

   Lead Animator on Blaze and the Monster Machines Interactive Episodes

Ad Work Highlights (continued)   2007 - 2016

Hornet, New York, NY

   Animator on ads for McDonalds, Smurfs, Lego, Uncle Ben's, British Gas

Psyop, New York, NY

   Animator on ads for Mucinex, FedEx and IBM

Framestore, New York, NY

   Animator on ads for Geico and FedEx

Movie Work   2007, 2009

Tippett, Emeryville, CA

   Animator on Cats and Dogs 2, The Revenge of Kitty Galore feature film

Blue Sky, White Plains, NY

   Animator on Horton Hears a Who feature film

EDUCATION

Animation Mentor, Emeryville, CA   2006 - 2007

   Certificate in Advanced Character Animation

   Animation Award: Best Silent Acting Shot   Mentors from Pixar, Blue Sky, Disney, Tippet and ReelFX

Harvard University Extension School, Boston, MA   2003 - 2004

   Beginning and Advanced 3D modeling and animation with Maya

Worcester Polytechnic Institute, Worcester, MA   1993 - 1997

   Bachelor of Science in Management Information Systems, with High Distinction

ADDITIONAL SKILLS

   Skills: Technical Animation, Previs, Rigging, Camera Tracking

   Software: Maya, XSI, Nuke Studio, PFTrack, After Effects, Premiere/Davinci Resolve, Photoshop, Illustrator

   Fluent in English and Spanish