

Raymond Ross Jr.  
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STRENGTHS:

- Works very well with a team and independently
- Able to work under tight deadlines

EXPERIENCE:

Staff Animator Blue Sky Studios 2008-present

- Character lead/ Character animator for feature film “Rio.”
- Character animator for feature film “Ice age 3.”

Freelance Animator Reel FX 2008

- Character animator for film “Open Season 2.”

Freelance Animator Blue Sky Studios 2007

- Character animator for feature film “Horton Hears a Who.”

Freelance Animator Reel FX 2006

- Character animator for Transformers the movie videogame cinematics.
- Character animator for undisclosed high profile videogame pitch.
- Character animator for film “The Very First Noel”

Freelance 3D Artist 2006 Edgeworx NYC

- Lead animator on various television projects.

Freelance Animator 2006 Eyeball NYC

- 3D animator for VH1 rock honors show opening.

Staff Lead Animator 2005-2006 Charlex Inc. – Launch, NYC

- Responsible for leading a small team of animators in the creation of high quality cg animatics.
- Experienced using motioncapture and creating hand keyed performances.

Staff Animator 2004 Digital Production Solutions, Newark, N.J.

- Pre production animation: Rig testing for feature film “Happily N’ever After”. We tested both body and facial controls with a series of acting animations.

Freelance Animator 2003 Digital Production Solutions, Newark, N.J.

- Freelance character animator for Starpoint pilot test.
- Animation Intern while working on “Monster Monster Trucks” animated pilot.

3DArtist 1999-2000 NYU-Center for Advanced Technology, New York, N.Y.

- Environment modeler.

EDUCATION:

School of Visual Arts, New York, N.Y., B.F.A. in Computer Art

REFERENCE: Available upon request.