

Charlie Roode

game artist / animator

I'm a game artist and animator who loves helping to bring convincing and entertaining characters and worlds to life while solving any problems associated with the process.

Professional Experience	Green Shoe Animation - Atlanta, GA 09/10 - 02/11 Production Artist <ul style="list-style-type: none">· Designed, created, and animated vector assets for Playdom's <i>ESPN Sports Bar & Grill</i> as well as penciled/inked illustrations for a Playdom/Marvel Entertainment game
	Anthem Game Group - Alpharetta, GA 07/08 - 08/10 (full-time) 05/07 - 06/08 (contract) Lead Animator / Production Artist <ul style="list-style-type: none">· Led and assisted in a variety of duties in 2D and 3D for mobile / handheld games, interactive websites, and a music video. Worked closely with programmers to implement art in games· 3D duties included character rigging, animation, efficient modeling within engine limitations, UVing, texture painting, game FX, and FBX file conversions for asset transfers from Maya to Max and Unity· Created and optimized 2D sprites and tiles <p>Shipped titles: <i>Prey Mobile</i>, <i>Guitar Hero III Mobile</i>, <i>Guitar Hero World Tour Mobile</i>, <i>Prey Invasion</i>, <i>Don't Forget the Lyrics</i></p>
	Radical Axis - Atlanta, GA 06/07 - 01/08 Character Animator <ul style="list-style-type: none">· Created traditional animation and designs for Adult Swim's <i>Aqua Teen Hunger Force</i>· Responsible for overseeing a small team of 3D interns on the pilot for <i>Cheyenne Cinnamon and the Fantabulous Unicorn of Sugar Town Candy Fudge</i>· Completed rigging, animation, lighting, and rendering on 3D shots for integration with 2D Flash animation and backgrounds for the animated short, "Busted" <p>Radical Axis - Atlanta, GA Summer 2006 Animation Intern<ul style="list-style-type: none">· Animated and colored on a TV production schedule using Flash with a Wacom Cintiq for Comedy Central's <i>Freak Show</i> and Adult Swim's <i>12oz Mouse</i></p>

Education	Bachelor of Fine Arts in Animation Savannah College of Art and Design 2004 - 2007	Mercy College 2003 - 2004 White Plains, New York Computer Arts + Design
------------------	--	---

Skills	<ul style="list-style-type: none">· Maya (modeling, texturing, rigging, animation)· Adobe Photoshop (15 years of experience with compositing, color correction, digital painting, and more)· Adobe Flash (nested symbol and traditional animation)· Ability to easily adapt artistic styles	<ul style="list-style-type: none">· Adobe After Effects· Adobe Illustrator· Pro Motion· Unity· Traditional Cell Animation
---------------	--	---

Awards and Exhibitions	<p>Animadness 2007 - <i>Audience Award, Best Writing, Best Music Score, and 2nd Place Overall</i></p> <p>Directed a team of students for the Flash-animated short, "Shadows," in three weeks for an international animation competition. It has been screened at <i>Cinéma Le Festival: Les Nuits Magiques</i> in Bègles, France, December 3-14, 2008.</p> <p><i>Vernissage Art Exhibition</i> - November 11 - 13, 2005 Lacoste, France - Savannah College of Art and Design</p> <p>Artistic Honors Scholarship, Savannah College of Art and Design</p> <p>Dean's Award for Excellence, Mercy College</p>
-------------------------------	---

References available upon request.