

Evelyn Botter

evelyn@evelynbotter.com

SUMMARY

I am a talent artist with a sharp mind who is focused on delivering high quality computer animation. I have a strong foundation in Keyframe Animation and Performance Capture Animation. I always meet deadlines and have an excellent workflow that shines in a multi-tasking environment. I am always willing to learn new skills and technologies quickly and efficiently to enhance my animation skills. I bring my talent, passion and hard work ethic to whatever task I am given.

SKILLS

- Solid foundation with key animation principles (Timing, Weight, Posing, etc.)
- Solid foundation with motion-capture animation
- Proficient with animation and character setup tools in Autodesk Maya
- Basic knowledge in Autodesk 3ds Max
- Basic knowledge in modeling and rigging
- Willing and able to learn new skills and/or programs at an accelerated rate

FILM CREDITS

Feature films:

A Christmas Carol, 2009, Image Movers Digital (Disney Studio)

Mars Needs Moms, Post-production, Image Movers Digital (Disney Studio)

EXPERIENCE

Image Movers Digital (IMD) – November 2008 – Present
3D Animator

IMD studio is responsible for the motion-capture animation technology and it was co-founded by Robert Zemeckis with the support of Walt Disney Studio. This studio is responsible for the creation of “A Christmas Carol”(2009) and “Mars Needs Moms” (post-production).

- Developed a strong foundation for motion-capture animation and how to combine keyframe animation with motion capture animation to deliver outstanding final results.
- Joined the cloth department when the animation for “A Christmas Carol” was finished in order to help the film reach completion.
- Developed a very successful workflow and consistently delivered shots before the deadlines.

Au Pair – December 2000 – September 2008

I moved to the United States in December 2000 from Brazil as an Au pair. I learned how to speak English in my first year in the US so I could apply to Academy of Art University (AAU). I started my undergraduate degree in the spring of 2002 and I worked as a full time nanny while attending classes at AAU as well as Animation Mentor.

EDUCATION

2007 - 2008

Animation Mentor Emeryville, CA

Continued to refine and improve 3D character animation abilities and style in order to build upon undergraduate achievements.

2002 – 2007

Academy of Art University San Francisco, CA

Bachelor of Fine Arts - 3D Character Animation. Extensive focus in computer animation using Autodesk Maya software for character animation as well as a vast exploration within the core principles of animation including: traditional drawing, sculpture, and acting.

SOFTWARE

Autodesk Maya (7+ years of experience), Autodesk 3ds Max, Adobe Photoshop, Adobe After Effects, Final Cut, PhotoImage, Microsoft Office (Word/Excel/PowerPoint), Windows, Linux & basic knowledge of NUKE, Flash Professional 8, html and CSS.

LANGUAGES

Fluent in Portuguese and English.

WORK STATUS

European Citizen with American resident and work permission, no visa necessary.