

# Aaron Jonas

7600 W. Manchester Ave #343  
Playa del Rey CA, 90293

Phone 704-995-3312  
aaron@aaronjonasanimation.com

www.aaronjonasanimation.com

## Objective

To obtain a position as a character animator where I can work within a team environment and further enhance my animation skills.

## Skills

- Highly skilled character animator with extensive knowledge of Maya Software
- Driven leader who effectively collaborates within a team environment
- Ability to multi-task at various stages of production
- Proficient at executing creative concepts from a client's perspective, while utilizing my innovative and creative expertise
- An inventive artist who is self-motivated and passionate about character animation and development

## Education

Animation Mentor  
*Diploma in Advanced Character Animation Studies*

Mentored by:

Dave Vallone -Reel FX Entertainment  
Shaun Freeman -Freelance animator at Duncan Studios / Reel FX Entertainment  
Paul Allen -Terminal Reality  
Marek Kochout -Dreamworks  
Peter Kelly -ILM  
Mike Stern -Dreamworks

Nominated for **Most supportive & Encouraging Student Award** for 2010

## Production Knowledge

Extensive knowledge of: Maya, After Effects, Real Flow, Shave and a haircut, Face machine, Photoshop, Flash, Freehand, Illustrator, Final Cut Pro HD

Work  
experience

**February 7 2011 - July 29 2011**  
**Sony Pictures Imageworks      Culver City, CA**

- 3d character animator for feature film "Arthur Christmas"

**September 2003 - 2011**  
**Freelance Animator                      Charlotte, NC**

- 3D animation with full commercial production experience
- 3D character animation for multiple post-production facilities
- Motion graphic designer who is able to meet stringent deadlines, while retaining the highest standard of quality

**July 2002 – August 2003**                      **Character Animator**  
**Film Foundry**                                      **Charlotte, NC**

- Character animator for "**Hermie and Wormie**" DVD Series
- **Special effects animation**
- **Proficient in character modeling**
- **Successfully collaborated with colleagues to establish working pipeline**

**June 1996 – July 2002**  
**Freelance Animator, Personal Business/Owner      Charlotte, NC**

- Animation for a variety of multimedia projects
- 3D character animation
- Motion graphic designer