

Rich Ferrando

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Objective: To breathe life into animated characters and create compelling performances while affecting the audience on an emotional level.

Skills and Software:

- Software Experience: Maya 8.5, Lightwave 3D, Photoshop, Commotion Pro, Final Cut Studio
- Operating Systems – Windows XP, Mac OS X, Sun Solaris, Linux

Animation Experience:

July-August 2008 Short Film *Lights Out* - Project Twenty1 / PegBar Productions

Character Animator

- Responsible for completing character-based animation shots for 21-day film competition.
- Produced Thumbnails, Blocking, Refining, and Polishing of character and prop animation, and rough and final Layout, using pre-built models.
- Worked with a team of 7 animators and collaborated to ensure good hook-ups between shots and consistent performance.
- 12-seconds of physicality-intensive footage completed under a two-week deadline.

Employment History:

October 2005–Present Global Digital Media Xchange / Warner Bros. Los Angeles, CA

Video Compressionist – Video-On-Demand

- Compression / encoding of film and television series from studios for On-Demand, Streaming Internet video, and other applications.
- Provide technical assistance as needed to other departments, as well as troubleshooting computers, decks, and routing problems.

Feb. 2002–Sep. 2005 Birdling Brains LLC Royal Oak, MI

Freelance Film / Video Production and Post – Self-Employed

- Performed freelance production duties for television shows, films, and commercials
- Created over 150 2D digital effects shots for independent features, television, and short films, including compositing, rotoscoping, motion tracking, digital paint, and rig removal.

June 2003–August 2005 Landmark's Main Art Theatre Royal Oak, MI

Lead Projectionist (Film & Video) / First Assistant Manager

- Responsible for 35mm film projection; film reel building and breaking; projection equipment installation, maintenance, and repair; and video projector setup for theatre rentals.
- Processed payroll and staff scheduling; projection; computer support and troubleshooting; customer service.

Education:

Jul. 2007– Dec. 2008 **AnimationMentor.com**

- Diploma - Advanced Studies in Character Animation.
- Mentored By:
 - Sean McLaughlin – Ringling School of Art & Design (Formerly at Dreamworks Animation)
 - Brian Mendenhall – Tippett Studios
 - Mark Behm – Valve (Formerly at PDI/Dreamworks)
 - Dave Burgess – Dreamworks Animation
 - Kenny Roy – Arconyx Animation Studios
 - Greg Whittaker – Dreamworks Animation

Sep. 1998–Dec. 2000 Wayne State University Detroit, MI

- Major in Film Studies.