

Alexander Yip

Character Animator

3628 W Luther Lane, Inglewood CA 90305

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Employment

Hot House Productions

Flash Animator (Mr. Pickles)

August 2015 — Present

- Completed hand keyed animation with line and symbol drawings

FOX Animation Domination High Def

Animation Revisionist (Golan The Insatiable and Axe Cop)

October 2014 — May 2015

- Worked closely with animation directors to discuss revisions
- Animated retakes
- Organized and consolidated Flash scenes for Cleanup artists

Clean Up Artist (Axe Cop, Stone Quackers, and Major Lazer)

February 2014 — October 2014

- Inbetweened, cleaned up, and colored animation scenes
- Animated shadows for characters and effects

Freebie, LLC

Freelance Inbetween Animator

May 2014 — October 2014

- Inbetweened characters, finessed timing, and cleaned up Flash animation
- Communicated frequently with animation director to discuss revisions

Decker Communications, San Francisco, CA

Administration Intern

June 2013 – February 2014

- Updated and organized client database for sales development and marketing
- Prepared and shipped materials for in-house and external client programs
- Analyzed and reported financial discrepancies in expense reports and client invoices

California State University Summer Arts, Monterey, CA

Teacher Assistant

July 2013

- Assisted students in solving technical problems within animation and editing software
 - Created a video documentary of two weeks class activities and student's final animations
 - Two weeks workshop sponsored by DreamWorks Animation
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Projects

Student Short Films

Edith and the Bear

January 2013 — May 2013

- Traditional animated, cleaned up, and digitally inked

Tamara

June 2012 — May 2013

- Worked in Maya
- 3D animated and worked closely with directors

Tule Lake

August 2011 — January 2012

- 2012 Annie Awards Nominee for Best Student Film
 - Traditional animator, cleaned up, and inked
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Education

San Jose State University

Bachelor of Fine Arts – Animation/Illustration

May 2013

- Dean's Scholar Award: Spring 2011 and Fall 2011

iAnimate Advanced Character Animation Training

November 2015 — Present

Advance Body Mechanics (Mike Walling)

Advance Pantomime (Jamaal Bradley)

Skills

- Primary: Autodesk Maya 2015, Adobe Photoshop, Premiere, Flash, Microsoft Word, Excel, and PowerPoint
- Secondary: Adobe Illustrator, Indesign, After Effects, 3D Studio Max, QuickTime Pro, Unity
- Problem solving, reliable, collaborative, willingness to learn, and receptive to feedback.