



ALEX DIPPEL

ANIMATOR . CG ARTIST

- OBJECTIVE**
- Obtain a challenging position in the field of animation, in which I can apply my technical and creative skills, and continue to grow as an artist
- EDUCATION**
- ***Master of Fine Arts in Animation***
Savannah College of Art and Design, Savannah, GA June 2005
Academic Fellowship
 - ***Bachelor of Architecture***
University of Maryland, College Park, MD June 2002
 - ***Bachelor of Science in Psychology***
Lafayette College, Easton, PA June 1996
- PROFESSIONAL SKILLS**
- Confident in applying the principles of animation to computer-based characters
 - Proficient with IK/FK character animation
 - Adept at creating expressive facial and lip-sync animation
 - Broad knowledge of many technical aspects of computer animation packages, including modeling, UV layout, rigging, lighting, and rendering
 - Close attention to detail, composition, and aesthetic
 - Works well in both a team environment and individually
- TECHNICAL SKILLS**
- Proficiency in Maya, Photoshop, Illustrator, Premiere, After Effects
 - Working knowledge of 3ds Max, ZBrush, Dreamweaver, Digicel Flipbook
 - All Windows OSs, Mac OSX
- FINE ART SKILLS**
- Life drawing
 - Storyboarding
 - Character & conceptual drawing
 - Photography
- WORK EXPERIENCE**
- ***Animator / CG Artist***
Planit, Baltimore, MD
May 2007 - present
Responsibilities include all aspects of 3D and 2D animation, motion graphics, and still image production; Concepting, development, and production of content for the web, print, and broadcast
 - ***Freelance Work: Animator / CG Artist***
Bully! Entertainment, Baltimore, MD
June 2006 - March 2007
Modeling, rigging, UV-layout, texture creation, character development, and animation for a variety of projects
 - ***Character Animator***
Artifact Pictures, Philadelphia, PA
November 2005 - April 2006
Created 3D character animation for DVD feature *The Adventures of Teddy P. Brains*
 - ***Graduate Teaching Assistant - Animation II***
Savannah College of Art and Design, Savannah, GA January 2005 - March 2005
Assisted students with both 2D and 3D animation projects and exercises; lectured on topics including keyframe animation, lighting and the use of cameras within Maya