

# Jonathan Edwards

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**Experience** March 2005 – Oct 2011

## **Graphic Artist**

- Created various Illustrations and Animations for Computer Based Training Material.
- Software Used: Max, Photoshop, Flash and After Effects

October 2000 – March 2005

## **Free Lance Contractor**

- Created a number of 3D illustrations and animations for various contracts such as:
  - World Gate Entertainment
    - Animated multiple effects for the film "The Marionette".
    - Participated in several production meetings.
    - Software Used: Maya, Shake
  - WNR Production, INC
    - Supervised setup and production of all live scenes for future composing work on the film "The Marionette".
  - Pyramax Studios
    - Produced multiple character design concepts for in house CG film.

October 1997 – March 1999 APA Studios

## **Production Intern**

- Created several props, miniatures and puppets for stop motions animation.
- Assisted with in-house film and animation production.

**Education** November 2009 – March 2011

Animation Mentor

## **Character Animation**

- Studies covered an in depth look at character animation.
- Software Used: Maya

March 1999 – Sep 2000

Full Sail Real World Education

## **Associates of Science: Computer Animation**

- Studies covered a general look at 3D including - Modeling, Rigging, Animating, ect.
- Software Used: Maya

August 1995 – August 1997

International Fine Arts College

## **Computer Graphics**

- Studies covered Desktop Publishing, Computer Illustration and 3D animation.
- Software Used: Form-Z, Electric Image, Photoshop, Painter, Illustrators, Quark