

Steven Rynders

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SKILLS

- Illustrating and digitally painting characters, environments and textures
- 3D character modeling, texturing and animation
- Storyboarding for animation
- Web design using HTML/CSS and Javascript

PROFESSIONAL EXPERIENCE

Cleanup Animator

The Jim Henson Company September 2008 - Present

- Cleaned motion capture character animation using Autodesk Maya for the PBS program 'Sid the Science Kid'
- Fixed limb penetrations, floor penetrations and finalized interaction with props, hair and skirts

Comic Strip Artist

Indelible Marks/StudentStuff.com. April 2008 - Present

- Designed all characters and illustrated a weekly comic strip for an upcoming web portal targeted towards high school and college students

Cleanup Animator

XtrackrZ, Inc. July - Sept. 2007

- Cleaned up motion captured character animation using MotionBuilder and Maya for an upcoming CG animated feature film
- Animated characters where motion capture was not available, blocked out rough camera movement for scenes without camera layout

Production Intern

Nickelodeon Animation Studios Fall 2006

- Prepared production materials such as storyboards, layouts, and exposure sheets for creative and production staff, and shipment to offshore studio
- Assisted in checking storyboards and exposure sheets for accuracy

Technical Services Engineer

ISD Corporation 2001-2004

- Administered Windows and Unix systems, supported on and off-site users
- Automated daily tasks and maintained production software scripts
- Re-designed e-commerce site "Epay-it.com" to fit with company branding

Technical Support Lead

PE.net 1998-2001

- Provided customer technical support across multiple user platforms including Windows, Macintosh, and Linux

EDUCATION

California State University, Fullerton

Bachelor of Fine Arts, Illustration and Entertainment Art/Animation

SOFTWARE

- Autodesk Maya, MotionBuilder, 3D Studio Max
- Adobe Photoshop, Adobe Illustrator, Flash