

Steven Gagne

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3317 Bagley Ave #2
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Professional Experience

Greenhaus GFX

Graphic Designer / Animator

- Created style frames for movie trailers and tv show openings
- Animated the main on end for *Warcraft*, the movie
- Animated the maintitle sequene for *Extraction*
- Motion graphics production on *Jungle Book*, *Antman*, Etc

Culver City, CA

April 2015 - Sept 2015

ImageFlux

Graphic Designer / Animator

- Created projection mapped frames for StarCraft World Championship Series
- Created animations for VJ screens at Omnia Nightclub, Las Vegas

Culver City, CA

Oct. 2014 - Feb. 2015

Sunny Boy Entertainment

Graphic Designer / Animator

- Created motion graphics for Glitchmob Concert
- Designed studio logo for Sneaky Shark

Pasadena, CA

Aug. 2014 - Sept. 2014

Buddha Jones

Graphic Designer / Animator

- Created motion graphics(3d, 2d, and stereoscopic) for movie trailers
- Tracked footage for integrating graphics
- Realflow simulations for graphic elements
- Created several short 3d animations for special client requests
- Won *Key Art* Award for working on *The Muppets* Campaign

Hollywood, CA

Sept. 2010 - July 2014

New Wave Entertainment

3d Animator

- Storyboarded and animated a *Handy Manny* commercial to announce Disney Junior

Burbank, CA

Sept. 2010

Buddha Jones

3d Animator / Generalist

- Modeled and animated assests for *Saw 3d* trailer
- Composited shots
- Won *Golden Trailer* Award for Best Motion Grapics for *Saw 3d: Witness*

Hollywood, CA

Aug. 2010

The Mill LA

3d Animator / Rigger

- Rigged and animated on a series of unreleased commercials
- Animated objects coming to life for a series of *Verizon* commercials

Santa Monica, CA

March 2010 - July 2010

Fisher-Price

3d Animator / Rigger

- Animated for second and third *Planet Heroes*, *GeoTrax*, and *Bigfoot* DVDs
- Responsible for rigging new characters and enhancing existing rigs
- Ncloth simulation, lighting, and compositing
- Created a generic toon rig to be fitted to different trains

East Aurora, NY

Oct. 2007 - Feb. 2010

Hatchling Studios

3d Animator

- Animated commercials for TV and the Internet
- Realfow dynamics
- Aided in the planning of a new short film
Including: ideation, script critique, character design critique

Portsmouth, NH

June 2007 - Oct. 2007

Hatchling Studios

3d Animator Intern

- Animated for the award winning short film *The Toll*
- Redid, changed, or refined existing animation
- Created motion graphics combining 3d and 2d elements

Portsmouth, NH

June 2006 - Aug. 2006

Freelance Technical Editor

3d Animator / Rigger

- *Maya Character Modeling and Animation*
by Tereza Flaxman
- Proof read, edited, and provided direction on enhancements to improve usability of tutorials

Rochester, NY

Feb. 2006 - May 2006

Education

Rochester Institute of Technology, Rochester, NY 2007
BFA: Film and Animation, 3d Animation concentration
Minor: Science & Technologies Studies GPA 3.8 / 4.0
Graduated Summa Cum Laude
Dean's List

Software

- Autodesk Maya
- Maxon Cinema 4D
- Adobe After Effects
- Autodesk Match Mover
- Adobe Photoshop
- Mel Scripting
- NextLimit RealFlow
- Apple Final Cut Pro
- Adobe Premiere