



Riley Thompson

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(805) 680-7313

www.RileyThompsonAnimation.com

Skills:

Shotgrid studio/Aspera
Data management
Data Transfer across studios
Survey managment

DragonFrame
Animation
Scene managment
Scene Survey for VFX

Adobe After Effects
Motion Graphics and Animation
Compositing/Keying

Adobe Illustrator
Illustration/Design

Adobe Photoshop
Retouching
Illustration
Animation
Storyboarding

Adobe Premiere Pro
Video Editing
Sound Editing

Maxxon C4D/Maya AutoDesk/Blender
3D Modeling
3D Texturing
3D Lighting
3D Animation

Professional Experience:

[September-January 2017]

Animation SEO, Beaverton, OR
Head of Animation and Design

Lead a Department of four other Animators and Designers to create self promotional videos for realtors.

Created:

2D Animation in After Effects
Designed in Adobe Illustrator
3D Animation in Blender

[[March-August 2017/January 2018-2019]

Double Pixel Studios, Vancouver, WA
Lead Animator

Worked in a creative pipeline as head of department creating comercials for clients.

Created:

2D Animation in After Effects
Animated designs created in Adobe Illustrator
3D Animation in C4D
Design in Adobe Illustrator

[November 2021-Current]

ShadowMachine:: Guillermo Del Toro's Pinocchio,

IT until transfer to VFX Data Wrangler

Initially MAnaged all stage computers

Disk Usage and any crashes as well as communication with DragonFrame

As VFX Data Wrangler conduct surveys on stages to collect data fo VFX vendors

RileyThompsonAnimationandDesign Projects:

[May-June 2018]

For Grindstone Productions

Producer/Designer/2d Animator

Worked as sole producer and animator on comerial, designed environments and character creation

Created:

Created concept for and produced a 2 minute animated comerial independently

[June-July 2018]

In Collaberation with Hell YesVs

3d Designer/Animator for Solid Shot

Modeled, textured and animated packaging mock up.

Composited into real environment

Created:

Modeled, textured and animated 3d mock up of packaging in blender

Composited 3d renders into real environments

[August-October 2019]

In Collaberation with Hell YesVs

3d Designer/Animator for CounterBalance

Designed, 3d modeled, and animated

product from scratch for clients

Created:

A 3d video for clients to show to investors
Designed product was modeled and animated on human skeleton model

[December 2020-April 2021]

In Collaberation AKP and Dangerbird Productions

Producer/Director/Animator

Wrote and storyboarded video concept, character

creation, stop motion and digital animation

Created:

A 4.5 minute music video for single and 31 minute album video for performance.

Created physical chacters and environments from paper then composited digitally

Education:

[2008-12]

San Jose State University, San Jose CA
BFA in animation not completed

[2014-17]

The Art Institute of Portland, Portland OR
Earned BFA in Animation and Media Arts