

# JONATHAN BLISS

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## SUMMARY

- ↳ A Creative CG Generalist with a recent certification in 3D Character Animation and 13 years of experience demonstrating artistic capabilities and digital expertise is currently seeking a new role that will draw upon skills and experience in visual effects creation, animation, production scheduling, editing, and integrations.

## HIGHLIGHTS OF QUALIFICATIONS

- ↳ Refined aesthetic and technical aptitude in developing visually stunning and photo-real visual effects.
- ↳ Intrinsic capabilities in hand drawing 2-D illustrations, lighting, texturing, Maya modeling, composting, creating compelling shots, and setting props for a range of products.
- ↳ Excellence in creating photorealistic stills, animations, and illusions for music videos, TV commercials, Emmy Award-winning television shows, and feature films for Fortune 500 clients.
- ↳ An expert at interacting with the target audience through creative storytelling and visual direction.
- ↳ Experienced at serving as a central hub for all shot preparation to ensure camera accuracy in CG elements including match moving, layout, and performance retargeting.
- ↳ Track record of delivering as per production schedules, leading CG/ VFX teams, and incorporating complex edits while adhering to broadcast standards.
- ↳ **Technical Skills:** Autodesk Maya, Adobe After Effects, Photoshop, Illustrator, Substance Painter, V-Ray, and RedShift.

## CORE COMPETENCIES

- |                           |                                |                                |
|---------------------------|--------------------------------|--------------------------------|
| ↳ 3-D Character Animation | ↳ 2-D Hand Drawn Illustrations | ↳ Production Scheduling        |
| ↳ VFX Creation            | ↳ Composting and Editing       | ↳ Audience Engagement          |
| ↳ Project Leadership      | ↳ Modeling and Lighting        | ↳ Client Relations             |
| ↳ Creative Management     | ↳ Digital Content Creation     | ↳ Staff Training & Development |

## PROFESSIONAL BACKGROUND

[ZERO VFX](#) – Venice, CA ----- 2018

### Freelance CG Animator

- ↳ Assisted in preparing the opening shot of a feature film by designing and animating virtual CG cameras and integrating the same with the real-world camera.
- ↳ Created animations consistent with specifications, timing and budgetary parameters while exceeding client expectations.
- ↳ Leveraged an understanding of CG pipelines to develop efficient workflows and identify additional tools required.
- ↳ Developed performance and movement for creatures, objects, and characters for the given assignments.

[CoSA VFX](#) – North Hollywood, CA ----- 2017 – 2018

### CG Supervisor

- ↳ Was rehired to develop creative capabilities, overcome CG related challenges, raise visual effects standards, and produce consistent high-quality shots for the prime-time television shows.
- ↳ Understood storyline and show requirements in coordination with clients, directors, AD's, DP's, and visual effects producers; presented innovative ideas to enhance visual concepts and designs.
- ↳ Developed tools, techniques, and pipelines in line with other supervisors and finalized looks, styles of effects, and elements, conducive to the increased visual appeal of the story.

[CoSA VFX](#) – North Hollywood, CA ----- 2016 – 2017

### CG Artist

- ↳ Created and integrated high-quality photo-real CG effects and animation into the live-action footage for numerous network and cable television series. Maintained the right texture scale consistency across the models.
- ↳ Provided solutions for integrating complex effects and delivered television shots ahead of schedule.

[FLIGHT 33 PRODUCTIONS](#) – Sherman Oaks, CA ----- 2014 – 2016

### Animator and CG Generalist

- ↳ Was rehired to produce consistent and scientifically viable photo-real graphics and animations for televised Science and Documentary programs. Reproduced exact camera moves within a digital environment for the desired effect.
- ↳ Maintained an accurate understanding of issues and implemented corrective actions; adjusted schedules to complete assignments with tight deadlines.
- ↳ Ensured correct interpretation of storyboards, accuracy, and visual appeal of each segment in consultation with writers, directors, and scientists.

[VFX LEGION](#) – Burbank, CA ----- 2015

**Freelance CG Lighter**

- ↳ Developed lighting set-ups, produced photo-real renders of CG elements, and integrated into the footage.
- ↳ Created photorealistic compositions and resolved arising issues.

[MOO STUDIOS](#) – Hollywood, CA ----- 2010 – 2015

**Freelance Animator, Compositor, and CG Generalist**

- ↳ Collaborated with the Creative team to produce interactive animation style, still layouts, and visual effects concepts including graphic designs for web, film, motion videos, and broadcast television.
- ↳ Was rehired to create appearances and movement for animations based on the prior record of service excellence.
- ↳ Generated high-quality illusions by leading compositing and green screen keying efforts; developed conceptual drafts, models, and sketches for final selection of scenes and characters' animation.
- ↳ Consulted with writers on various aspects of the story for plot implantation and coordinated with producers to manage schedules and timely project deliveries.
- ↳ Remained current on emerging techniques and technologies to deliver competitive assignments.

[DISNEY/ABC TELEVISION GROUP](#) – Burbank, CA ----- 2013

**Freelance Character Animator, Compositor, and CG Generalist**

- ↳ Developed all creative (character, prop, and effects animation) as per pre-established style guidelines and quality and consistency standards.
- ↳ Optimized set-ups for efficiency and ensured resources were being judiciously allocated.
- ↳ Worked with the VFX production team to create a compelling visual style.

[MCJUNKIN PRODUCTIONS, INC.](#) – Los Angeles, CA ----- 2010

**Freelance Compositor**

- ↳ Designed, animated, and composited high-quality effects and CG animation on an interactive DVD game.
- ↳ Created illusions as per specifications and client guidelines; diagnosed and fixed issues before submitting assets to other departments.

[23D FILMS](#) – Toluca Lake, CA ----- 2006 – 2010

**Senior Staff Animator, CG Lead, and Compositor**

- ↳ Drew illustrations and animations for music videos, webisodes, TV commercials, episodic television, and feature films.
- ↳ Engaged in the entire creation process spanning ideation, designing, storyboarding, to green screen keying, tracking, clean-up, and editing. Operated as a Motion Graphics Artist, Compositor, CG Modeler, Texture Artist, and Lighter.
- ↳ Examined and selected entertaining scenes with dramatic and story continuity capabilities.

[MOO STUDIOS](#) – Hollywood, CA ----- 2005 – 2006

**Freelance Animator and Compositor**

- ↳ Developed various elements for motion animations including stop-motion props.
- ↳ Illustrated 2D hand-drawn and after-effects animations. Assisted in production of broadcast television commercials as a Character Designer, Background Artist, Animator, and Compositor.
- ↳ Maintained consistency with the pre-defined project style by integrating computer animation, special effects, graphics, 2D animation, live action, and static background plates into the final image.
- ↳ Enhanced overall appeal of the project, improved lighting, added grain and motion blur as required, created convincing shadows, matched color levels, keyed, rotoscoped, and created mattes.

**ACADEMICS & CREDENTIALS**

[ANIMATION MENTOR](#) – Emeryville, CA ----- 2015 – 2017

[GNOMON SCHOOL OF VISUAL EFFECTS](#) – Hollywood, CA ----- 2008 – 2010

[THE UNIVERSITY OF THE ARTS](#) – Philadelphia, PA ----- 2000 – 2003

**Bachelor of Fine Arts Degree** – Major: Animation

[KEYSTONE COLLEGE](#) – La Plume, PA ----- 1998 – 2000

**Associate of Fine Arts Degree**

~ References and other documents available upon request ~