Kevin Culhane

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Summary of Qualifications

- 14+ years of experience in both feature film and commercial post-production as a character animator, pre-vis artist and character rigger
- Thorough knowledge of Maya
- Familiar with both After Effects and Nuke
- Experienced and comfortable in either a UNIX or Windows environment

Work Experience

Sept. 2012 -
present

Eight VFX, Santa Monica, CA.
Character Animator

- Character animator and rigger on spots for Zicam, Renault, Capital One, Pistachios and Quaker

Oct. 2011 -
July 2012

Digital Domain, Venice, CA.
Character Animator

- Character animator on various commercials and game cinematics.

Sept. 2011 -
Oct. 2011

MPC, Santa Monica, CA.
Character Animator / Rigger

- Character animator and rigger on a spot for Smart Car.

July 2011 -
Aug. 2011

Digital Domain, Venice, CA.
Character Animator

- Character animator on a Gears of War 3 spot.

April 2011 -
Jul. 2011

Eight VFX, Santa Monica, CA.
Character Animator / Rigger

- Character animator, rigger and mo-cap supervisor on spots for Toyota Prius, Carl's Jr and Svedka

Oct 2010 -
April 2011

Digital Domain Commercials, Venice, CA.
Character Animator

- Character animator on X-Men: First Glass, an in game cinematic for Kill Zone 3 and a Super Bowl spot for Dodge Charger

Aug. 2010 -
Oct. 2010

Shade VFX, Santa Monica, CA.
Character Animator

- Character animator on I Am Number 4

June 2010 -
July 2010

Prime Focus, Vancouver, B.C.
Character Animator

- Character animator on Sucker Punch

May 2010 -
June 2010

Digital Domain, Venice, CA.
Character Animator / Previs Artist

- Pre-visualized, rigged and animated a proof of concept test for Crytek Games

Feb. 2010 - May 2010	**Psyop, Venice, CA.** Character Animator / Rigger

- Character animator and rigger on various spots including: Milk: Mootopia, Kool-Aid Fizz and Coca-Cola Happiness Family Expo

Sept. 2009 - Feb. 2010	**A52/Elastic, Santa Monica, CA.** Animator

- animated and rigged on spots for Adidas and Honda

Aug. 2009 - Sept. 2009	**Psyop, Venice, CA.** Character Rigger / Animator

- character rigger and animator on a spot for NBA2K10

Jul. 2009	**Stardust, Santa Monica, CA.** 3D Artist

- created a pitch for Ford

Jun. 2009 - Jul. 2009	**I.E. Effects, Culver City, CA.** Character Animator

- character animator on a piece for Michael Jackson's This Is It London concerts.

Mar. 2009 - May 2009	**Logan, Los Angeles, CA.** Character Rigger / Animator

- character rigger, animator and character FX artist on an E3 trailer for EA's Dante's Inferno

Jan. 2006 - Feb. 2009	**Asylum, Santa Monica, CA.** Character Animator / Rigger / TD

- performed various roles including: animator, rigger, fx animator, cloth TD and pre-vis artist on numerous commercials and features including: The Curious Case of Benjamin Buttons, Terminator Salvation, The Unborn, Gentleman Broncos, Deja Vu, Apocalypto

Aug 2005 - Dec 2005	**Pixel Liberation Front, Venice, CA.** Pre-vis Artist

- Pre-vis artist on Spiderman 3

June 2005 - July 2005	**Mint VFX, Santa Monica, CA.** Animator / CG Artist

- Lead CG artist for Oroweat: Grains for Life commercial

Nov. 2004 - June 2005	**Asylum, Santa Monica, CA.** Character Animator / Rigger / TD

- character animator, rigger and FX animation on feature Sky High
- animator, rigger and TD on feature Charlie & the Chocolate Factory

Apr. 2004 - July. 2004	**ESC Entertainment, Alameda, CA.** Character Animator

- character animator on Catwoman

Oct. 2003 - Apr. 2004	**Rhythm & Hues Studios, Los Angeles, CA.** Character Animator

- character animator on Scooby 2 and Garfield: The Movie

Jun. 2002 -
Sept. 2003

ESC Entertainment, Alameda, CA.
Character Animator / Rigger

- character animator on the "Siege Sequence" in The Matrix Revolutions
- rigged the "Digger" character for The Matrix Reloaded
- wrote numerous MEL scripts and tools to facilitate the animation pipeline

Feb. 2002 -
Mar. 2002

Palomar Pictures, Los Angeles, CA.
Lead Technical Director

- provided on-set supervision, animation, lighting, FX and compositing for a Bombay Sapphire Gin commercial

Jan. 2001 -
Nov. 2001

Creative Visual Effects, Santa Monica, CA.
Animator / Technical Director

- working directly with the visual effects supervisor, plan and pre-visualize shots to be filmed from start to finish. Tasks included: modeling, character setup, animation, rendering, editing and I/O
- designed and implemented facial animation controls and lipsync pipeline for the main character of "Unleashed" – a dog
- created various MEL scripts and tools to facilitate animation, matchmove and rendering pipelines

May 2000

Menace FX, Los Angeles, CA.
Technical Director

- animation, lighting/rendering and compositing on various projects on a freelance basis

March 1999 -
Apr. 2000

Polygon Pictures, Ariake, Japan.
CG/Animation Supervisor

- CG & Animation supervisor on Rocky & Hopper TV show
- animation and TD lead on various projects including NTT DoCoMo i-mode animation project
- designed and implemented the studio's new CG production pipeline

March 1998 -
Feb. 1999

Dream Pictures Studio, Ariake, Japan.
Supervising Animator

- supervising animator on Hopper CG movie project
- developed and ran a character animation training course for artists and new employees

March 1997 -
March 1998

Dream Quest Images, Simi Valley, CA.
CG Artist: Character Animator

- produced animatics and some pre-visualization
- character animator on Disney's Mighty Joe Young

May 1996 -
Feb. 1997

Mainframe Entertainment, Vancouver, B.C.
CG Character Animator

- duties included providing 30 seconds of animation per week, modeling props & characters, creating special effects, lighting and rendering all scenes for Beast Wars Transformers

Education

April 1996   Sheridan College, Oakville, Ontario
- Post-Graduate Diploma in Computer Animation

August 1995   University of Waterloo, Waterloo, Ontario
- Received BA Fine Arts (Studio)
- Winner of the Nancy Lou Patterson Award for Works on Paper, 1994.

May 1993   University of Waterloo, Waterloo, Ontario
- Received Honours BMath Computer Science
- Awarded St. Jerome's College Entrance Scholarship, 1988