

Em Guiry

Character Animator

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Education	The Art Institute of Vancouver <i>Diploma in Animation Art & Design, GPA 3.5</i>	Oct. '07 – June '09
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Work Experience	Animation/Photoshop Tutor <i>The Art Institute of Vancouver</i> <ul style="list-style-type: none">Worked with several students 2 – 3 hours a week, teaching both intermediate Adobe Photoshop and animation fundamentals for 3D animation	Aug '09 – Present
	Character Animator <i>The Art Institute of Vancouver</i> <ul style="list-style-type: none">Animated a total of 12 shots for our production team's animated short, <i>The Other Side</i>, using Autodesk MayaPicked up an additional 4 shots on top of my original 8 to help behind-schedule co-workers and meet our deadlineTook on the additional role of creating visual effects using sprite particles	Oct. '08 – March '09
	Children's Book Illustrator <i>Brenda Brooks, Author</i> <ul style="list-style-type: none">Conceptualized characters, backgrounds, and compositions; drew and coloured them for print	May '08 – Sept. '08

Volunteer Experience	Katimavik Volunteer <i>Katimavik is a government-sponsored program in which Canadian youth volunteer to take part in nine months of full-time community service in three different provinces across Canada.</i> <ul style="list-style-type: none">The artistic creation of an outdoor art exhibition on ducksComputer work including website updates, extensive use of Microsoft Office, and photo editingPrepared a grant proposal for The Weyburn Early Childhood Intervention Program, including the creation of a new year-long program and budgeting for itHelped organize and carry out various community involvement projects	Sept. '06 – June '07
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Software Skills	<ul style="list-style-type: none">Autodesk Motionbuilder – Can clean up motion capture dataAutodesk Maya - Highly proficient in use for animation, both in the graph editor & 3D world view; animating constraints, basic rigging for propsToonboom – 6 months of training and the production of a 2D animated shortAdobe Photoshop, Premiere, After Effects	
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Other Related Skills	<ul style="list-style-type: none">Experience using traditional pencil-paper techniques to animateThe ability to speak conversational FrenchSolid knowledge of the principles of animation and how to apply them to both 2D and 3D	
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Activities	<ul style="list-style-type: none">Playing music on the piano, flute, guitar, and various other instrumentsDrawing and creating charactersTeam sports, especially soccer	
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