



Tracy Reynolds
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OBJECTIVE

Looking for a full-time position as an animation artist, which will utilize my experience and responsibilities in a software and video production environment.

- Skilled with Flash and Photoshop, specializing in character design, animation, and storyboarding.
- Knowledge of 3ds Max, Maya, Illustrator and AfterEffects.
- Strong drafting and design skills with attention to detail.
- I work equally well with a team or working as a sole contributor.

PROFESSIONAL EXPERIENCE

Rabbx, Los Angeles, CA	Freelance Game Artist	2012-2013
Created a map using game assets for "Adventure Time DS" game. Designed the lead character for "Weather Rabbit" for maximum appeal. Designed and animated UI, props and characters for "King's Gala" and "Spooky Treats" games for "Jackpot Slots".		
Hullabalu, Boston, MA	Freelance Animator	2012-2013
Animated the company's flagship character for the opening title of "Pandora: The Fearless Beribolt".		
Studio Voltz, Seattle, WA	Freelance Game Artist	2012
Animated animals and environmental special effects for Disney's "Animal Kingdom" (working title) game. Studied live action animal footage to ensure the highest standards of accurate animal movements. Worked closely with the supervisor to ensure characters were drawn on model and animated with a maximum of appeal and accuracy.		
CrowdStar, San Mateo, CA	Freelance Game Artist	2010
Animated squirrels for a Flash-based mobile game. Worked with the supervisor through email to ensure work was completed to their highest satisfaction. Animations were completed on time and were well received.		
VGT Incorporated, Ruckersville, VA	Freelance Game Artist	2005-2011
Designed concept art for video gaming machines. Worked with art director to create final game art assets for new and existing franchises. Analyzed market trends for casino games and brainstormed ideas for new titles. Created dozens of new character and prop designs and animations for dozens of game titles, including "Cameloot", "Greenback Jack" "Hunt for Neptune's Gold" and "Zeus' Zillions".		
Northwest College of Art, Poulsbo, WA	Animation Instructor	2004
Instructed a class of 20 students in the basics of animation. This included but was not limited to, life drawing, gesture drawing, character design, storyboarding and animation fundamentals.		
Knowledge Adventure, Los Angeles, CA	Lead Animation Artist	2000-2004
Managed a crew of 10 artists and animators for "Jumpstart Languages", and "Jumpstart First Grade". Brainstormed with the producer and programmer to design new games and fresh new storylines. Designed new characters when needed. Animated old and new characters during production. Storyboarded animatics for the "Jumpstart Toddler Sing-Along" video. Accelerated the Jumpstart brand by designing games and characters based on elective courses, rather than grade-based curriculum. Worked closely with the producer to trim content of a project whose budget had been slashed in mid-production. Product was delivered on time, with the lowest budget ever for a Jumpstart title. Improved product quality and speed by 20% by restructuring the production team for "Jumpstart Languages". Analyzed current trends in the children's market to design new characters for the company, increasing the appeal and marketability of future products. Created model sheets featuring character turn-arounds to facilitate artists and vendors in creating content and merchandise.		
Walt Disney Television Animation, Burbank, CA	Freelance Lead Character Layout	1998

