



# RYAN FEDERMAN



631-338-5542



ryanfederman.com



federmanimator@gmail.com

## PERTINENT EXPERIENCE

### RIGGING INTERN AND ANIMATOR Moonbot Studios

- Was responsible for rigging tasks on multiple rigs in production including paint weighting, applying previous rigs to new characters, and building a facial rig from scratch.
- Animated two shots on the short film "The Boy Who Learned to Fly"

### CG GENERALIST INTERN Click3x

- Worked with a CG team in order to create an animated architectural rendering of the transformation of an old space into the new

### MOTION GRAPHICS ARTIST Campus Life at RIT

- Create video advertising and showcasing RIT events and clubs
- Different mediums are used varying from motion graphics to live action compilations.

### VIDEO EDITOR/PA NTID Marketing

- Did grip work on set in order to assist the director
- Did post production work like video editing and VFX

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY

BFA | FILM AND ANIMATION

HONORS | DEAN'S LIST FALL 2013-2015 SPRING 2015

GPA | 3.42

EXPECTED GRADUATION | 2017

## REFERENCES

### RICK SILIKER

RELATION | RIGGING LEAD AT MOONBOT STUDIOS

### WILLIAM ST. JEAN

RELATION | ASSOCIATE DIRECTOR FOR CAMPUS PROGRAMS

INFORMATION UPON REQUEST

## ABOUT ME

I am looking to acquire a position that will utilize my skills as a rigging artist, animator, and programmer in creating and building appealing characters for film production. I have a strong desire to learn and a keen eye for detail. All I want to do is help a production along in any way I can.

## SOFTWARE

AUTODESK MAYA	○	○	○	○	○
ADOBE AFTER EFFECTS	○	○	○	○	○
ADOBE PREMIERE	○	○	○	○	○
ADOBE PHOTOSHOP	○	○	○	○	○
MENTAL RAY	○	○	○	○	○

## SKILLS

RIGGING	○	○	○	○	○
CHARACTER ANIMATION	○	○	○	○	○
PYTHON	○	○	○	○	○
MODELING	○	○	○	○	○
PRODUCTION MANAGEMENT	○	○	○	○	○

## OTHER SKILLS & SOFTWARE

MEL	ADOBE ILLUSTRATOR
LIGHTING/RENDERING	AVID PRO TOOLS
TEXTURING/UV	DRAGONFRAME
ROTOSCOPING	AUTODESK MUDBOX
COMPOSITING	