

Frank Abney

frankabney@gmail.com

www.frankabney.com

Objective Continue to bring Characters to life through Animation

SKILLS

- Maya, Photoshop, Illustrator, After Effects
- Excellent Acting and Life drawing skills
- Strong attention to detail and highly organized
- Good communication skills; Team Player

EDUCATION

Animation Mentor Emeryville, California
Diploma in Advanced Studies in Character Animation 9/2008- Present
Class 1 Mentor: Victor Navone
Class 2 Mentor: Peter Kelly
Class 3 Mentor: Mike Belzer
Class 4 Mentor: Bret Parker
Class 5 Mentor: Nick Bruno

The Art Institute of California San Francisco, California
Bachelor of Science in Media Arts & Animation 6/2008

EXPERIENCE

- 7/2008 – 4/2009 Electrotank Inc, Foster City CA
3D Artist
 - Character creation and animation
- 2/2008 – 5/2008 MoCap Latte, Irvine CA
Character Modeler
 - Created character models to seamlessly match director's original characters and visions
- 10/2007 - 3/2008 Project Sci-Fi Channel, New York, NY
The Art Institute of California – San Francisco, School Project
Animation Supervisor for TV spot
 - Supervised and checked off animation as well as animating
 - Modeled & textured characters and props to be rigged
 - Rigged character to be animated
- 7/2007 - 9/2007 Project 3650 (for a global warming piece), San Francisco
The Art Institute of California – San Francisco School Project
Technical Director
 - Animated character and vehicle in 3d for reference
 - Animated characters and vehicle in 2d
 - Created a hummer in 3d to animate