

Mike Antonicelli

Character Animator

PERSONAL STATEMENT:

I create life every day! I'm an animator, and I love what I do. I always shoot for the best and I think it shows in my work. In the past three years I've been self-employed as a freelancer, so I also understand the business side of serving clients needs as well creating stunning visuals. I like to meet and exceed my clients' expectations, in animation and any task.

EMPLOYMENT HISTORY:

Freelance Animator & Owner of Superfantastik CG Animation Inc.

[Aug. 2008 – Present] Chicago , IL

Multiple Projects:

Unannounced Title for **Disney Wideload Games (Disney Interactive Studios)**

Character Animation

- Working closely with programmers and designers to create the best animation possible.
- Evaluating game engines to fit art needs
- Developing animation concept videos to describe the look and feel of the gameplay.

Freelance Animation for **Sol Design Fx**

Commercial and promotional character animation

- Animation for One A Day® VitaCraves™ spot.

Disney Guilty Party for **Disney Wideload Games (Disney Interactive Studios)**

Original IP console family videogame

- Developing high quality character animations for a variety of different characters and personalities.

Games: [Disney Guilty Party](#)

'Currency Exchange Saves the Day' for **Currency Exchange**

TV commercial

- Completed two 30 second commercials on a small two person team in a little over one month.
- Animation, rigging, modeling/UVs.

'The Baritonios' Animated TV Show Pilot

TV show pilot and trailer

- Lead animator on a two man team.
- Modeling, lighting, rendering and creating graphics as needed.

Maya Springboard Trainer for [AnimationMentor.com](#) [Oct. 2008 – Dec. 2008]

Teaching Autodesk Maya to incoming students at AnimationMentor.com:

- Gave lectures on Autodesk Maya twice weekly.
- Reviewed assignments and answered student questions.

Animator at [Midway Studios L.A.](#) [April 2007 – Nov. 2007] Los Angeles, CA

- Editing motion capture performances using MotionBuilder.
- Improved motion capture with power, weight, and impact per the creative director's requests.
- Minor duties weighting/skinning human characters in 3ds Max.

Games: [TNA Wrestling](#)

Product Strategy Intern at [Midway Games](#) [Sept. 2006 - Mar. 2007] **Chicago, IL**

- Catalogued art assets in all stages of production (from concept art to shipped games) throughout Midway studios worldwide.
- Minor duties weighting/skinning human characters in Maya.

Games: [Stranglehold](#)

Motion Capture Intern at [Red Eye Studio](#) [Feb. - Apr. 2005] **Hoffman Estates, IL**

- Processed raw motion capture data to be used by animators.

Games: [Stubbs The Zombie](#)

SKILLS & EXPERIENCE:

My job experience has spanned games, commercials, television programming, and short film.

- Character Animation (Human, creature, object, facial)
- Drawing
- Basic Rigging/Skinning
- Modeling
- Dedicated to highest quality standards in the shortest amount of time possible.

EDUCATION & QUALIFICATIONS:

Institute	Course	Grade	Date
Animation Mentor	Advanced Studies in Character Animation	3.5	2006 - 2008
Columbia College Chicago	B.A. in Film/Video. Concentration in Computer Animation.	3.8	2002 -2006

TECHNICAL SKILLS:

Software	Experience Level	Software	Experience Level
MAYA	7 years	Photoshop	7 years
3DS MAX	3 years	After Effects	3 years
Motion Builder	1 year		

LANGUAGES:

English – Fluent / Native
Spanish – Intermediate

INTERESTS & HOBBIES:

I'm a big fan of well written movies and television. I enjoy gaming, cycling, reading, drawing, learning new things and improving my artistic skills.

REFERENCES & RECOMMENDATIONS

Ryan Duff, *Freelance Animation Supervisor, Duff Media Inc.*

"Mike is great to work with. Not only is he a great animator, but he is self motivated, and very thorough. While working with Mike, he was always bringing so much more to the work then what i had asked for. He was great to work with, and I look forwards to hiring him again in the future." April 27, 2009

Ryan was manager for 'Currency Exchange Saves the Day' & 'The Baritonios' projects
Contact: 312-296-0511, ryan@ryanduff.com

Cedric Busse, *Lead Animator, Disney Wideload Games*

"Mike came on to our project with two hurdles to overcome: not knowing our software and not having been part of such an aggressive production cycle. He was a quick study on both fronts, and got up to speed much faster than I was expecting. His eye for fun and creative motion is strong, which made him quite self sufficient during the creation of each animation. When feedback was given he incorporated it quickly and accurately. It was great working with Mike." May 11, 2010

Cedric was animation supervisor at Disney Wideload Games
Contact: 847-722-3079, cedric@wideload.com