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# John Velazquez

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Senior/Lead Animator with 23 years of experience in Film, Games, Commercials and Cinematics.

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## EXPERIENCE

### Wildlife LA, Los Angeles, CA – Senior Animator

June 2024

- Character Animation for Toy Mix Mashers commercial.

### Buck Design, Los Angeles, CA – Senior Animator

June 2024

- Character Animation for AirBnb Yurt commercial.

### Gameday Creative, Brooklyn, NY – Senior Animator

March 2024 - March 2024

- Cut scene cinematics animation for NHL Blackhawks Stadium live gameplay adverts.

### Lightstorm, Los Angeles, CA – Senior Lab Generalist

March 2022 - October 2023

- Feature films: "Avatar 2: The Way of The Water" | "Avatar 3: Fire and Ash".
- Motionbuilder scene building, FX animation, asset builds, edit of motion capture performance, facial animation.

### Moving Picture Company LA, Los Angeles, CA – Postvis, Character Animation

May 2021 - February 2022

- Feature film: "Transformers: Beasts" | "Chip 'n Dale Rescue Rangers".
- Postvis character animation.
- Character animation for commercials on Call of Duty "Seize Glory" & Nike "Game On".
- Creature animation for VR Goosebumps experience.

### Paramount Animation, Hollywood, CA – Previs, Character Animation

January 2021 - April 2021

- Feature film: "Tiger's Apprentice".
- Previs, layout, camera setup & character performance of various sequences.

### DreamWorks, Glendale, CA – Previs, Rough Layout Artist

April 2016 - September 2020

- Feature films & TV: "Boss Baby 2" | "Abominable" | "How to Train Your Dragon: Homecoming" | "Larrikins".
- Previs, layout, rig wrecking, FX animation character performance and camera animation of various sequences.

- Worked closely with Head of Character Animation for character poses, facial expressions and development of character animation cycles for the animation library.
- Development of fully animated and composed lit shots that were created from storyboards. Story beats displayed with a combination of blocking, character performance, staging and camera animation.
- Visual development of 3d assets from concept art and photos from the Production Designer.

### **Digital Domain, Playa Vista, CA** – *Previs & Layout, Senior Character Animator*

December 2015 - March 2016 | April 2012- June 2012 | March 2009 | Dec 2005 - February 2007

- Feature films: "Ready Player One" | "Flags Of Our Fathers" | "Transformers: Revenge of The Fallen".
- Character animation, vehicle animation. Previs & layout with camera animation.

### **Four Lights, Las Vegas, NV** – *Head Of Animation*

January 2014 - November 2014

- Responsible for all direction of in game animation.

### **Rhythm & Hues, El Segundo, CA** – *Senior Character Animator*

February 2011 - September 2011

- Feature films: "Mr Popper's Penguins" | "Alvin and The Chipmunks 3: Chipwrecked".

### **Mirada, Los Angeles, CA** – *Previz & Senior Character Animator*

October 2015 - November 2015 | December 2014 - January 2015 | March 2013

- Character animation for commercials for Skechers Elastika Shoes.
- Previz & character animation on Disney Fresh Epcot & Disneyland commercials.

### **Psyop, Venice, CA** – *Lead Animator*

November 2008 - January 2009 | April 2013

- Lead Animator on Emmy Winning Coca-Cola Super Bowl commercial "Heist".
- 2008 Best VFX for Commercial.

## **OTHER RELEVANT EXPERIENCES**

### **Treyarch Activision, Santa Monica, CA** – *Senior Animator*

April 2008 - September 2008

- 1st person shooter weapons game animation for "Call of Duty: World At War".

### **2K Games, Novato, CA** – *Senior Animator*

January 2012 - March 2012

- Senior Animator for cinematics game animation on "XCOM Enemy Unknown".

### **Kaos Studios, New York, NY** – *Senior Animator*

June 2010 - November 2010

- Senior Animator for "Homefront" game animation for the multiplayer & cinematic cutscenes.

### **Crytek, Frankfurt, Germany** – *Senior Animator*

April 2009 - October 2009

- Senior Gameplay Animator "Crysis 2".

## **DamnFX / Bungie, Kirkland, WA – Senior Animator**

October 2008 - December 2008

- Senior Animator for cut scene cinematics “Halo Wars: ODST”.

## **SKILLS**

Maya | Motionbuilder | DaVinci | Unreal

## **EDUCATION**

### **School Of Visual Arts, New York City – BFA Computer Animation**

September 2000 - May 2002

### **Parsons School Of Design, New York City – Freshman Year**

Sept 1992 - May 1993

## **REFERENCES**

Patrick Smith (Head of Visualization at MPC) - [skooterbanks@gmail.com](mailto:skooterbanks@gmail.com)

Chris Stover (Head of Layout at Dreamworks) - [ccstover@gmail.com](mailto:ccstover@gmail.com)

Dave Valera (Supervisor of Final Layout at Dreamworks)- [david@davidvalera.com](mailto:david@davidvalera.com)

Kingsley Harden (Art Director) - [kingsley.harden@gmail.com](mailto:kingsley.harden@gmail.com)

Brad Alexander (Halon Partner) - [brad@halon.com](mailto:brad@halon.com)