

13550 Foothill Blvd Unit 21
Sylmar, CA 91342
(646) 270-1435
JOHN@ENVIZE.COM

John Velazquez

Senior Previz specialist with a base in character animation & 18 years of experience. I have a very diverse background in previz, layout, finals animation, character performance, compositing and editing for feature film, commercials and game cinematics. Looking to continue in this field and utilize my skill set to new pipelines.

EXPERIENCE

DreamWorks, Glendale, CA – *Previz, Rough Layout Artist*

April 2016 - September 2020

- Worked on Feature films & TV: Boss Baby 2 | Abominable | How to Train Your Dragon: Homecoming | Larrikins
- Previz, 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.
- [Previz Reel](#) Password: 44552

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

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

- Worked on Feature films: Ready Player One | Flags Of Our Fathers | Transformers: Revenge of The Fallen
- Character Animation, vehicle animation. Previz & layout with camera animation
- Motion edit animation and in game cinematics powered by Unreal on X-Com: Unknown enemy

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

February 2011 - September 2011

- Worked on Feature films: Mr Popper's Penguins | Alvin and The Chipmunks 3: Chipwrecked
- Senior Character Animator.

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.

MPC, Santa Monica, CA – *Senior Character Animator*

August 2015 - October 2015 | June 2012 - July 2012

- Character animation for commercials on Call of Duty "Seize Glory" & Nike "Game On"
- Creature Animation for VR Goosebumps experience

Psyop, Venice, CA – Lead Animator

November 2008 - January 2009 | April 2013

- Lead Animator on Emmy Winning Coca-Cola Super Bowl commercial “Heist”
- Layout for Apple web advert

OTHER RELEVANT EXPERIENCES

Prologue, Venice, CA – Previz & Character Animator

January 2014 - November 2014 | February 2013 - April 2013

- Previz and character animation for “Jack The Giant Killer” intro.
- Layout, character animation and cameras for Bungie's "Destiny" Mars opening in game sequence.

Four Lights, Las Vegas, NV – Head Of Animation

January 2014 - November 2014

- Responsible for all direction of in game animation and cinematics.

Halon, Santa Monica, CA – Previz

December 2013

- Worked on Feature film: Pixels
- Previs, camera animation, character performance and scene layout.

Treyarch Activision, Santa Monica, CA – Senior Animator

April 2008 - september 2008

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

SKILLS

Maya | Premo | 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

Chris Stover (Head of Layout at Dreamworks) - ccstover@gmail.com

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

Robert Crawford (Head of Layout at Dreamworks) - robert.crawford@dreamworks.com

Brad Alexander (Halon Partner) - brad@halon.com