



JON VENER

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Burbank, CA 91504
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Work Experience

Blur

Character Animator
Venice, CA 90129

June 2008–Present

Technicolor Interactive

Freelance Animator
Burbank, CA 91502

December 2007–January 2008

July–September 2007

McKissack & McKissack

Graphic Designer
Bethesda, MD 20892

2001–2005

Skills

Animation

- Animated sequences for game cinematics, trailers, and commercials.
- Assisted with layout and fight choreography.
- Keyframed animation for video game titles by Lucas Arts, Bioware, EA, Marvel, Epic Games, Naughty Dog, and Edge of Reality.
- Animated a short movie as a senior thesis.
- Animated numerous short clips focusing on acting and performance.

Visual Development

- Designed storyboards, environments, and characters for animated shorts.
- Created layouts for traditional animation pieces.

Software

Softimage XSI
Maya
3Ds Max
Face Robot
Motion Builder

PhotoShop
Illustrator
After Effects
Premier

Acid Pro
Sound Forge
Encore
Live Motion

Education

Woodbury University

Bachelor of Fine Arts (Animation Arts),
GPA 3.95, graduated Summa Cum Laude

2008

University of Michigan

Bachelor of Music (Percussion Performance)

1997

United States Navy

Nuclear Field "A" School for Electrician's Mates
Nuclear Power School

1997

1998