

# Jason Dull

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## Senior Character Animator

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### 3D Character Animation | Drawing | Storytelling

A versatile, passionate, and self driven artist. I have had the privilege to animate characters on a variety of projects including 2D/3D animated short films, video games, commercial work, and several VR experiences. Animating body mechanics is my strongest skill, but I am also able to animate acting and dialogue as well. I love to evoke strong emotions through my animations and enjoy the process from the initial blocking to polish.

## WORK EXPERIENCE

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**Groove Jones - Remote**

Apr. 2021 - Feb. 2022

### Senior Character Animator

Animate Characters for virtual reality based games/experiences. Occasional Rigging.

- Brought to life a variety of game characters including a giant kraken, bird, and humans.
- Assisted and reviewed other animators' work. Gave notes and feedback regularly.
- Created scripts for easy export of animations and streamlined mGear rigs for motion capture.
- Organized pipeline for animators to stay up to date on current notes, feedback, and tasks.

**WSPA Channel 7 News - Spartanburg, SC**

Apr. 2017 - Present

### Graphics Artist

Create graphics and animations for print, digital, social media, and commercial projects.

- Solely created and animated a 30 sec 2D short film with 2 characters for a holiday commercial.
- Managed incoming graphics projects from 5 different departments prioritizing importance and deadlines. Personally designed 7+ complete graphics packages.
- Storyboarded and created many TV show opens. Inserting story and feeling into each one.
- Taught classes and made presentations to keep the department updated on the latest programs.

**Loma Linda University - Loma Linda, CA (Worked Remotely in NC)**

2015-2017

### Animator and Artist

Design, Illustrate, and Animate the whole look of individual mini games.

- Plan and create all in game assets including characters, animations, props, UI, and UX.
- Animation highlights include animating a 2d Elephant, 2D Cat, and a 3D Robot Bird.
- Successfully work remotely with a team of 4 to complete projects on time.
- Generate and share artistic vision with the team as I was the lead artist on most projects.

**Other Short Film and Game Work - Various Places**

I have had the privilege to work on and to lead on many other projects in my career.

- Created a unique adventure phone game with a team of 3. Animated and Illustrated all assets.
- Animated 30 sec, Co-wrote, and Co-directed a team of 6 on an award winning animated comedy short film.
- Wrote, Directed, and solely animated a 4 min VR short film. Animations included 4 characters, sheep, and props.
- Wrote, Directed, and animated 45/58 shots of a 3.5 min award winning short film.
- Created and animated a 1 min award winning short film from scratch.

**EDUCATION**

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**Southern Adventist University - Collegedale, TN**

Bachelor's Degree – Character Animation, 2015

**PROFESSIONAL SKILLS**

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**Software and Production**

- Maya | C4D | Blender | After Effects | Character Animator | CC Animate | Photoshop
- 2D/3D Character Animation | Drawing | Storyboarding | Layout | modeling | Light Rigging

**Personal**

- Versatile | Quick Learner | Organized | Team Player | Take Feedback Well

**AWARDS AND HONORS**

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**Group Leadership Award- "A Day with Granny" - Southern Adventist University** 2014

- Awarded for Co-Directing a team of 6 on a 3.25 minute animated short film.
- First class to ever complete a group animated short film in one year.

**Best Animated Short Film - "Nameless" - Sonscreen Film Festival** 2016

- Also won award for best storytelling - Southern Adventist University
- Directed a small team of volunteers to help finish the project

**Best Individual Animated Short Film - "Disconnected" - Sonscreen Film Festival** 2013

- Completely created a 1 minute animated short film from scratch

**References**

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- Branden Hawkins - Previous Character Animator at MPC Vancouver 1-423-303-8449
- Dulce Velazquez - Character FX Artist at Sony Pictures Imageworks 1-706-537-6630