

CHRIS FRAM – 3D Character Animator

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WORK EXPERIENCE:

Supervising 3d Animator: Fuel Industries, January 2006- May2009.

3D rigging and animation on many game and television projects. Responsible for animation, modelling, character design, and rigging and, as well as supervising 3D production on several projects. Clients included McDonald's, Microsoft, Candystand, Kraft Foods, Ubisoft, HBO, Spinmaster, Jakks Pacific, and the SciFi Network.

Technical Animator: Mercury Filmworks, August 2005 to December 2005.

Contract work. Supervise creation of CG sets for children's TV program 'Wilbur'.

Technical Animator: So Good Productions, April-August 2005.

Contract work. Created character rigs for a short film project.

CG Animator: Brainpets Animation, March 2005.

Contract work. Created character animation for the 'Saladin' film project proposal.

CG Animator: Tale City Productions, Nov 2004- February 2005.

Contract work. Created character animation for the 'Tale Keepers' DVD project trailer.

CG Animator: Legacy Interactive, June-August 2004.

Contract work. Created character animation for 'Zoo Vet' childrens PC game.

CG Animator: Baka Entertainment, June-November 2003.

Contract work. Created character animation for AOL Superbuddies project.

CG Artist: Artech Studios, April 1997- May 2003.

3D production on many game and television projects. Responsible for animation, modelling, character design, rigging and animation, as well as supervising 3D production on several projects. Clients included Disney, Sony Interactive, Hasbro, Lucas Arts, and Teletoon.

Maya Training: Revenue Canada, February 2003.

Custom Maya training for Finance Canada employees.

Maya Instructor: Algonquin College, May 2002.

Introduction to Maya course.

CG Artist: Sir-Tech Studios, November 1994- March 1997.

3D production on 'Wizardry' and 'Jagged Alliance' PC games. Responsible for animation, modelling, character design, rigging and animation.

SOFTWARE EXPERIENCE:

- **Alias Maya:** 10 years.
- **Discreet 3dsMAX:** 4 years.
- **Adobe Photoshop:** 12 years.
- **Adobe AfterEffects:** 7 years.
- **Adobe Premiere:** 8 years.
- **Macromedia Flash:** 4 years.
- **Pixelogic ZBrush:** 1 years.

References available upon request.

