

Michael Hoffman

hoffmananimation@gmail.com

OBJECTIVE

Continue to learn from the best and grow as an animator in the gaming industry.

WORK EXPERIENCE

Bungie Studios, Kirkland, WA

Associate Animator
Contract Animator

March 2009 – Present
August 2008 – March 2009

Mighty Mojo Studios, Celebration, FL

Character Animator

September 2007 – June 2008

SUMMARY OF SKILLS

- Strong understanding of the fundamental principles of animation
- Ability to demonstrate advanced concepts of motion and body mechanics
- Familiar with character rigging, modeling, lighting and texturing
- Familiar with story creation, character development and story boarding

SOFTWARE

- Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere
- Final Cut Pro
- Microsoft Office Suite

EDUCATION

AnimationMentor.com

Diploma for Advanced Studies in Character Animation

January 2008

- Basic Foundations - Mentor: Ryan Donoghue
- Body Mechanics - Mentor: Victor Navone
- Introduction to Acting - Mentor: Chris Derochie, Bret Parker
- Advanced Acting - Mentor: Kevin Koch
- Short Film Pre-Production - Mentor: Shawn Colbeck
- Short Film Production - Mentor: Brett Schultz

Full Sail University, Winter Park, FL

Associate of Science, Computer Animation

June 2006

AWARDS

AnimationMentor.com

Student Showcase

Fall 2007

Full Sail University

Class Valedictorian
Perfect Attendance Award

2006

2006