



David Badgerow

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Education

University of California, Los Angeles

Masters of Fine Arts - School of Film, Television and Digital Media - Animation

University of California, Los Angeles - Graduated Cum Laude - 2001-2005

Bachelors of Arts - Department of Design | Media Arts

Ringling School of Art and Design Pre-College Program - 2000

Courses in computer animation, mixed media and illustration, figure drawing and graphic design

Experience

South Park Studios // February 2008 - Present

Technical Director

Responsible for building and rigging characters, backgrounds, special props and creating effects animations. Performed scene layout and setup for animators.

One Laptop Per Child // July 2006-August 2006 + June 2007-September 2007

Animator | Storyboard Artist | Design Consultant

Responsible for creating animations and polished storyboards to simulate and visually communicate possible GUI workflow and behaviors. Acted as design consultant to help formulate possibilities for help system design.

Univeristy of California, Los Angeles // September 2006-June 2007

Advanced 3D Animation Teaching Assistant

Assisted in teaching 3D Animation, Modeling, Rigging, Lighting and Rendering.

Jungle Gym - Animated Short Film // Completed June 2006

Director | Writer | Animator

Wrote and directed an award winning short film. Performed everything from character design, set design, storyboards, story reel and 3D layout, to all character animation, rigging, modeling, lighting, shading, rendering and compositing.

PhdProductions // September 2005

Animator | Visual Effects Artist | Storyboard Artist | Web Designer + Programmer

Designed and animated a 3D production logo for company, along with a company website. Produced motion graphics and visual effects shots for company short film *Transgressions*.

Stranger - Animated Short Film // Completed May 2005

Director | Writer | Animator

Wrote and directed an award winning short film. Created everything from storyboards to character and set designs, layout and final animation.

Valerie Weiss Productions // March 2005

Design | Motion Graphics Animator

Worked with director to produce motion graphics transitions, chyrons, animated montages, and end titles to a video produced for *The Grove* in Los Angeles.

Damaged Californians // April 2004-December 2004

Design | Motion Graphics Animator

Designed and animated four complete animated sequences for a feature-length documentary entitled *The Pik-Me-Up*.

Continued...

Grapevine Productions // June 2004-September 2004

Storyboard Artist | Visual Effects Artist | Web Designer + Programmer

Designed and illustrated storyboards, animatics, and produced final animation for television ads. Performed motion tracking, rotoscoping and digital manipulation of shots for Cartoon Network, ABC Family and Toon Disney. Acted as on-site Visual Effects Supervisor for commercial shoot. Created an entire company website including design, animation, authoring and sound.

MGM Studios // June 2003-September 2003

Design Intern - Worldwide Television Group

Performed design and layout of sell sheets and one-sheets, and created professional mockups for sell packets. Designed logos for MGM Science Fiction Newsletter for use on MGM website.

Patrick Perez Productions // July 2003-March 2004

Art Director | Motion Graphics Animator | DVD Authoring

Worked as Creative Art Director designing overall look and layout of several professional DVD projects including GAP Spec Commercials and Patrick Perez Productions Show Reel.

UCLA Marching Band Season DVD 2003 + 2004 // January 2003 + March 2004

Designer | Motion Graphics Animator

Created layout, graphic design and animation of menus, edited videos and authored DVD.

Cheboygan Daily Tribune // January 1997-June 2005

Freelance Writer and Illustrator

Wrote and Illustrated an original comic strip, published on a weekly basis.

Skills

Well developed conceptual, design and storyboard skills for animation, motion graphics and video. Developed acting skills for both traditional and computer character animation. Extensive experience with form, color and illustration. Design and layout experience as well as typography skills for both print and web. Experience with scripting for dynamic web, database design, and interactivity.

3D Modeling, character animation, rigging, lighting, surfacing and rendering

Maya Unlimited and Mental Ray

Editing, compositing, effects animation, motion graphics animation, painting and illustration

Photoshop, Premiere Pro, After Effects Pro, Digital Fusion and Final Cut Pro

Web design, scripting, animation and interactivity

Dreamweaver, Flash, HTML, CSS, Actionscript, Processing, Javascript, PHP and MySQL

DVD Layout, menu design and authoring

Sonic Scenarist Pro and DVD Studio Pro

Distinctions

International Exhibition - Jungle Gym // Taiwan International Animation Festival 2007

Chuck Jones Award in Animation // UCLA School of Film, Television & Digital Media

Best Animated Film - Jungle Gym // 14th Annual UCLA Shorttakes Film Festival

Filmmakers Choice Award - Jungle Gym // UCLA Festival of Animation 2006

Best Graduate Film - Stranger // 13th Annual UCLA Shorttakes Film Festival

1st place - Web Design // UCLA Design | Media Arts Scholarship

Best of show // Detroit Student Film and Television Festival

Illustration and Mixed Media Award // Ringling School of Art and Design

References

James Suhr // Nickelodeon Studios, Storyboard Artist - *Making Fiends* :: 323-679-3641

Valerie Lettera-Spletzer // Dreamworks Animation, Layout Artist :: 818-695-3215

Matthew Flynn // Cartoon Network, Storyboard Revisionist - *Flapjack* :: 310-909-4868