

OBJECTIVE To continue the endless journey of learning the craft of animation, while bringing my experience and skills into creation of animated stories. To be a part of a driven environment that allows me to breath life and thought into a character. To grow in a creative studio that pushes my artistic boundaries, challenges my skills as an artist and entices my love for storytelling.

EXPERIENCE 2006–Present
DreamWorks Animation SKG *Glendale, CA*
Character Animator for “How to Train Your Dragon 2”, 2014
Character Animator, Lead Animator on *Sophie* for feature “Rise of the Guardians”, 2012
Character Animator for “Kung Fu Panda 2”, 2011
Character Animator for “Shrek goes Forth”, 2010
Character Animator for “Monsters vs. Aliens”, 2009
Character Animator for “Kung Fu Panda”, 2008

2006
ReelFX Creative Studios *Dallas, TX*
Character animator for “Everyone’s Hero”, 2006 {credited as Jeremy Shaw}

2005–2006
Blue Sky Animation Studios *White Plains, NY*
Character Animator for “Ice Age 2 — The Meltdown”, 2006 {credited as Jeremy Shaw}

2004–2005
Gravity Studio (Post-production) *Tel-Aviv, Israel*
Modeled, rigged and animated a variety of characters for commercials and film teasers

2002–2004
IDT Entertainment *Beith-Shemesh, Israel*
Character Animator on “Star Point Academy”
Character Animator for TV shows:
“Hip Hop & Hamilton”, “Monster Monster Trucks” by Jim Jenkins
Development of curriculum and instruction of 3D animation class

2000–2001
Disc-In *Tel-Aviv, Israel*
A freelance animator for numerous commercials and presentations

TEACHING & LECTURES **Animation-Addicts.com**
Founder and content manager of the animation blog Animation-Addicts.com and the complimentary *Pay It Forward* program
iAnimate.net
iAnimate.net Character Animation Instructor
DreamWorks Animation SKG
DreamWorks outreach program speaker for animation students

EDUCATION **Sheridan College** *Oakville, Ontario, Canada*
Classical Animation Diploma, 2000

PROGRAMS Maya, Softimage XSI, 3D max / PC, Mac, Linux

REFERRALS Upon request
