TOM SCHNETTLER

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My professional goal is to apply all my artistic skills while embracing the methods and work culture of an animation studio that produces content for advertising, television, feature films, or video games. My greatest hope is to provide new talent for a new era in the animation industry.

HIGHLIGHTS OF QUALIFICATIONS

☐   COMPUTER HARDWARE SET-UP

- Project hardware configuration
- Expertise with vintage systems (e.g., Silicon Graphics and Sun Microsystems)
- Custom built computers
- Contemporary component management (e.g., Nvidia Graphics Cards and CPU Render setup)
- Proficiency in Microsoft Windows, UNIX 6, and various LINUX distributions

☐   2D GRAPHIC DEVELOPMENT

- Advanced raster graphics using Photoshop, MS Paint, and alternatives
- Advanced vector graphics using Illustrator, AutoCAD, CorelDraw, Macromedia Freehand, and Inkscape
- Motion graphics using Adobe Animate, Smith-Micro MOHO, DigiCel Flipbook, and many others
- Photo editing with Photoshop, GIMP, and feature-specific applications

☐   HAND-DRAWN ANIMATION

- Professional training in traditional paper-sketch animation methods
- Character design and development (including turnaround sheets, pose sheets, and other instructional pre-production materials)
- Layout and Storyboard (animatics, pitch presentation material, preliminary screen writing, and layouts)
- Animation timing (exposure sheets, metronome time management, and sound syncing)
- Physical Animation (frame-by-frame character movement, in-betweening, and coloring)

☐   3D ANIMATION AND MODELING

- Polygon Modeling with 3DS Max, Alias Wavefront, SOFTIMAGE 3D, and alternatives
- Texturing with 3DS Max, Poser, Alias Wavefront, and SOFTIMAGE 3D
- Character Rigging with 3DS Max, Maya, Poser, and SOFTIMAGE 3D
- Character Animation with 3DS Max, Maya, Poser, Unreal Engine 4, Alias Wavefront, SOFTIMAGE 3D, etc.
- Effects Animation with 3DS Max, Maya, Poser, Unreal Engine 4, Alias Wavefront, SOFTIMAGE 3D, and various game engines
- Rendering with Arnold, A.R.T., Pixar Renderman, Smith-Micro Firefly, and Silicon Graphics IMPACT

☐   VIDEO GAME DEVELOPMENT

- 2D Game Creation using Game Maker, Unity, and C Coding
- 3D Game Creation with Unreal Engine 4, ZDoom, BUILD Engine, and OpenLara/TOMB4

☐   VIDEO EFFECTS

- Special effects with Adobe After Effects
- Editing with Adobe Premiere, Roxio Creator NXT, and MAGIX Movie Edit Pro
- Sound editing with Adobe Premiere/AE, Audacity, and MAGIX Audio Cleaning Lab
- Film Print Setup for Kodak Cineon printers

WORK EXPERIENCE

- ☐ (INTERNSHIP)ANIMATION DIRECTOR   THE LINDIE LOU ANIMATED ADVENTURE SERIES   2020
- ☐ WRANGLER   PHILMONT SCOUT RANCH   SUMMERS 2019 & 2021.
- ☐ VOLUNTEER INSTRUCTOR   PEGASUS FARM THERAPUTIC EQUESTRIAN CENTER   2018 - PRESENT
- ☐ SENIOR LIFEGUARD   SHADY HOLLOW COUNTRY CLUB   2016-2018
- ☐ AQUATICS STAFF   SEVEN RANGES SCOUT RESERVATION   2014

EDUCATION

- ☐ ADVANCED POST-GRADUATE STUDY   DON BLUTH UNIVERSITY   APRIL 2021

  This comprehensive 12-month program was under the mentorship of Don Bluth himself. All aspects of classic 2D film creation including screenwriting, storyboards, hand-drawn animation, coloring, characterization, and layout were taught as a collective skillset leading to each student's original short film.

- ☐ B.S. ENGINEERING   KENT STATE UNIVERSITY   DECEMBER 2020

  Within the school of engineering, this degree offered a focus on animation and design, game development, C.A.D. modeling, and video effects. This program developed expertise in 3D modeling, texturing, rigging, animation, and rendering. The application of these skills was applied to the creation of films and video games.

- ☐ HIGH SCHOOL DIPLOMA   HOOVER HIGH SCHOOL   MAY 2016

  College preparatory curriculum with a focus on mass media, marketing, and graphic design. Additionally, Hoover High School provided a foundation in classic artistic concepts including drawing basics, primitive sculpture, and fundamentals of art theory.

WEBSITE LINK

- ☐ TO VIEW FULL PORTFOLIO PLEASE VISIT

  https:\\www.tomschnettleranimation.com\

REFERENCES

- ☐ REFERENCES AVAILABLE UPON REQUEST