Bob Rutan
ANIMATOR

bob@bobrutan.com
bobrutan.com

EXPERIENCE

Jam City, San Francisco, CA
Lead Animator   **2016 – Present**
- 3D Maya and 2D Animate CC character animation. Unity implementation via GitHub.
- Supervise up to 12 onsite animators plus offsite animation services. Meet IP holder brand expectations.
- Collaborate with Producers and Engineers to meet deadlines, improve efficiencies and resolve errors.
- Credits include *Harry Potter: Hogwarts Mystery, Panda Pop, Vineyard Valley, Futurama: Worlds of Tomorrow* and *Family Guy: The Quest for Stuff* mobile games.

Senior Animator   **2013 – 2016**
- Took direction from Game Designers and Producers in the game development stage.
- Animated initial assets to set style and standard of quality for project.
- Storyboarded cinematics and gameplay and helped with technical development.
- Credits include *Marvel: Avengers Academy* mobile game and an unreleased Disney mobile game.

Animator   **2012 – 2013**
- Credits include *Spellstorm*, *Tiny Castle* and *Tiny Zoo* mobile games.

Flock of Pixels, Phoenix, AZ
Animation Director & Designer / Animator   **2012**
- *Lead MD* received two regional Emmy Awards for Best Animation and Best Commercial.
- Created all storyboards, character designs, backgrounds and props. Animated all content.

Wildbrain, Los Angeles, CA
Animation Supervisor   **2011 – 2012**
- Revised storyboards with Director and determined prop and background needs.
- Reviewed all character designs, props and backgrounds before delivering to Animation Director.
- Credits include Mattel's *Monster High* series.

Animator   **2009 – 2010**
- Credits include *The Ricky Gervais Show* series and Capri Sun *Disrespectoids* animated shorts.

Stone & Company Entertainment, Los Angeles, CA
Lead Animator   **2008 – 2011**
- 3 seasons of daytime Emmy-nominated cable television show *Family BrainSurge.*
- Hired and led team of 30+ storyboard artists and animators to create narrative and interactive shorts.
- Trained and supervised artists to ensure quality standards and production deadlines were met.

EDUCATION
B.F.A. in Film and Animation, Minor in Sociology, High Honors, GPA 3.671
RIT, Rochester Institute of Technology, Rochester, NY, 2005

SKILLS
- Animation Production Management
- Animation Supervision and Direction
- Storyboards and Animatics
- 3D Character Animation
- 2D Character Animation
- 2D Effects Animation

SOFTWARE
- Autodesk Maya
- Unity
- Unreal
- GitHub
- Adobe Animate CC
- Toon Boom Harmony
- Adobe Creative Suite