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John Velazquez

Senior/Lead Animator with 21 years of experience in Film, Games, Commercials and Cinematics.

Reel: www.johnvelazquez.com | Password: 44552

EXPERIENCE

Lightstorm, Los Angeles, CA – Senior Lab Generalist

March 2022 - October 2023

- Feature films: Avatar 2: The Way of The Water | Avatar 3
- Motionbuilder scene building, FX animation, asset builds, edit of motion capture performance

Moving Picture Company LA, Los Angeles, CA – Postvis, Character Animation

May 2021 - February 2022

- Feature film: Transformers: Beasts | Chip 'n Dale Rescue Rangers
- Postvis Character Animation.
- Character animation for commercials on Call of Duty "Seize Glory" & Nike "Game On".
- Creature Animation for VR Goosebumps experience.

Paramount Animation, Hollywood, CA – Previs, Character Animation

January 2021 - April 2021

- Feature film: Tiger's Apprentice
- Previs, layout, camera setup & character performance of various sequences.

DreamWorks, Glendale, CA – Previs, Rough Layout Artist

April 2016 - September 2020

- Feature films & TV: Boss Baby 2 | Abominable | How to Train Your Dragon: Homecoming | Larrikins
- Previs, layout, rig wrecking, FX animation character performance and camera animation of various sequences.
- Worked closely with Head of Character Animation for character poses, facial expressions and development of character animation cycles for the animation library.
- Development of fully animated and composed lit shots that were created from storyboards. Story beats displayed with a combination of blocking, character performance, staging and camera animation.
- Visual development of 3d assets from concept art and photos from the Production Designer.

Digital Domain, Playa Vista, CA – Previs & Layout, Senior Character Animator

December 2015 - March 2016 | April 2012- June 2012 | March 2009 | Dec 2005 - February 2007

- Feature films: Ready Player One | Flags Of Our Fathers | Transformers: Revenge of The Fallen
- Character Animation, vehicle animation. Previs & layout with camera animation.

Four Lights, Las Vegas, NV – Head Of Animation

January 2014 - November 2014

- Responsible for all direction of in game animation and cinematics.

Rhythm & Hues, El Segundo, CA – *Senior Character Animator*

February 2011 - September 2011

- Feature films: Mr Popper's Penguins | Alvin and The Chipmunks 3: Chipwrecked

Mirada, Los Angeles, CA – *Previz & Senior Character Animator*

October 2015 - November 2015 | December 2014 - January 2015 | March 2013

- Character animation for commercials for Skechers Elastika Shoes.
- Previz & character animation on Disney Fresh Epcot & Disneyland commercials.

Psyop, Venice, CA – *Lead Animator*

November 2008 - January 2009 | April 2013

- Lead Animator on Emmy Winning Coca-Cola Super Bowl commercial "Heist".
- 2008 Best VFX for Commercial.

OTHER RELEVANT EXPERIENCES

2K Games, Novato, CA – *Senior Animator*

January 2012 - March 2012

- Cinematics animation for X-com Unknown: Enemy game.

Kaos Studios, New York, NY – *Senior Animator*

June 2010 - November 2010

- Homefront
- Senior Animator for game animation for the multiplayer & cinematic cutscenes.

Crytek, Frankfurt, Germany – *Senior Animator*

April 2009 - October 2009

- Crysis 2.
- Senior Gameplay Animator.

Bungie, Kirkland, WA – *Senior Animator*

October 2008 - December 2008

- Senior Animator Halo Wars: ODST.

Treyarch Activision, Santa Monica, CA – *Senior Animator*

April 2008 - September 2008

- 1st person shooter weapons animation for Call of Duty: World At War game.

SKILLS

Maya | Motionbuilder | DaVinci | Unreal

EDUCATION

School Of Visual Arts, New York City – *BFA Computer Animation*

September 2000 - May 2002

Parsons School Of Design, New York City – *Freshman Year*

Sept 1992 - May 1993

REFERENCES

Chris Stover (Head of Layout at Dreamworks) - ccstover@gmail.com

Dave Valera (Supervisor of Final Layout at Dreamworks)- david@davidvalera.com

Brad Alexander (Halon Partner) - brad@halon.com