

---

## CAREER OBJECTIVES

---

I am an animator with a strong work ethic and a willingness to work hard to achieve employer objectives, looking for the opportunity to learn everything I can about animation while continually improving my skills.

---

## RELEVANT EXPERIENCE

---

**Spiderman: Far from Home**

Lead Animator  
Image Engine

**Detective Pikachu**  
**Fantastic Beasts and the Crimes of Grindelwald**  
**Carnival Row**  
**Lost in Space (TV: Season 1)**  
**Game of Thrones (TV: Season 7),**  
**Logan**  
**Fantastic Beasts and Where to Find Them**  
**Kingsglaive: Final Fantasy XV**

3D Animator  
Image Engine

**The Finest Hours**  
**Spectre**  
**Goosebumps**  
**American Sniper**  
**Night at the Museum 3**

3D Animator  
MPC

**Falling Skies (TV)**  
**Once Upon a Time (TV)**  
**Once Upon a Time: in Wonderful (TV)**

3D Animator  
Zoic Studios

**Total Recall**  
**Men in Black III**  
**Final Destination 5**

3D Animator/PA  
Prime Focus VFX

---

## SKILLS AND CERTIFICATIONS

---

- Proficient in Maya and 3Ds Max, as well as Adobe Photoshop, After Effects, Premiere, etc.
- Production experience with Shotgun
- Highly proficient in Microsoft Office (Word, Excel, Outlook, etc.)
  
- St. John's Ambulance – Emergency First Aid for the Workplace Certified
- Conversationally fluent in Swedish

---

## EDUCATION

---

- **Vancouver Film School – 3D Animation & Visual Effects** Oct 2009 – Oct 2010
- 3D Animation & Visual Effects Diploma: Graduated with Honours
  
- **University of Alberta** Sept 2008 – April 2009
- Open Studies Program (Part-time Student in Mythology and Ancient History)

---

## WORK EXPERIENCE

---

### **Image Engine Design**

*Mid/Sr/Lead level Animator*

Vancouver, BC

Nov 2015 – current

Worked in the animation department; primarily key frame animation of a variety of full CG characters and animals (biped and quadruped) with lip syncs and acting performances. Also worked with hard surface rigs for technical animation of vehicles, helicopters, weaponry, etc. Team sizes varied from large to being the sole animator on the project.

### **Moving Picture Company (MPC) Vancouver**

*Jr/Mid level Animator*

Vancouver, BC

April 2014 – Nov 2015

Worked in the animation department; primarily key frame animation of a variety of full CG characters and animals (biped and quadruped and blob). Also worked with hard surface rigs for technical animation of vehicles, helicopters, weaponry, etc. Team sizes varied from large to being the sole animator on the project.

### **Zoic Studios**

*Jr Animator*

Vancouver, BC

Jan 2014 – April 2014

Worked in the animation department; primarily key frame animation of full CG characters with lip syncs and acting performances. Also transitioned shots from pre-vis stage to detailed animation and addressed client notes on submitted shots with a variety of rig and character styles.

### **Prime Focus Creative Services Canada**

*Jr Animator/Facility Assistant*

Vancouver, BC

April 2011 – June 2013

Worked in the animation department when there was a demand for animation related production work; worked with motion capture data, key frame animation, pre-vis work, and roto-animation. Animated digi-doubles, matched plates, and animated geo for 3D projection.

As a facility assistant, assisted with general facility, administrative, and production related tasks; ordered equipment; organized catering for artists; took care of clients in studio; provided support for IT for moves/hardware set ups; covered reception; maintained facility petty cash. Also assisted the recruiting department and the colour department with computer and projector calibrations.

---

My demo reel can be found on my website at [www.juliaflanagan.com](http://www.juliaflanagan.com)