

# SEAN KEETON

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San Francisco, CA

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## SOFTWARE EXPERIENCE

Autodesk Maya  
Autodesk 3ds Max  
Adobe Photoshop  
Adobe Flash

Adobe After Effects  
Adobe Premiere  
Corel Painter  
Some MEL and C++ Experience

## SPECIALTIES

3D character animation, modeling, and texturing; 2D symbol animation

## WORK HISTORY

Three Rings Design: San Francisco, CA (2008 – Present)

- Artist for computer games development studio. Designing, modeling, texturing, and animating 3D assets in Maya and 3D Studio Max and designing and animating 2D game assets in Flash.

Animagic Studios: Hackensack, NJ (2005 – 2008)

- Lead animator for commercial and entertainment animation studio. Created 3D character animation, models, and textures in Maya and made 2D animation in Flash.

RIT Distributed Support Services: Rochester, NY (2001 – 2004)

- Worked as a computer lab assistant in the 3D Animation Computer Lab, providing professors and students with technical and technique based assistance in programs such as Maya and Photoshop.

## INDEPENDENT ANIMATION

"The Monster Within" (2004 – 2005)

- Aired on the Nicktoons channel as part of "Nextoons" (2005)
- Featured in Stash DVD Magazine: Issue 14 (2005)
- Featured on Channel Frederator: Episode 83 (2007)
- Screened at the I Castelli Animati festival (2006)
- Screened at the SoFA Honors Show (2004)

"Nature" (2001)

- Screened at SoFA Honors Show (2001)

## EDUCATION

Rochester Institute of Technology. Rochester, NY  
School of Film and Animation  
Bachelor of Fine Arts (2004)  
GPA 3.85/4.0 (Top 1% of graduating class)

## HONORS

Outstanding Undergraduate Scholar Award (2004)  
Panelist, RIT Student Research Conference (2004)  
RIT Presidential Scholarship (2000-2004)  
R. Bruce Reinecker Scholarship (2001-2004)  
Edward J. Blounstein Distinguished Scholar Award (2000)  
Dean's List (2000-2004)

## REFERENCES

Available upon request