

JANEL DREWIS

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WORK & PROFESSIONAL EXPERIENCE

TINYCO, SAN FRANCISCO, CA

Temp Animator

May 2017 – present

- Responsible for creating in-game animations for an unannounced mobile project.

THE FULLBRIGHT COMPANY, PORTLAND, OR

Remote Contract Animator

Oct 2016 – April 2017

- Responsible for polishing in-game cinematics for Fullbright's upcoming project, *Tacoma*.

ACTIVISION - TOYS FOR BOB, NOVATO, CA

Contract Animator

Dec 2015 – Aug 2016

- Responsible for creating combat animations, locomotion and idle animations, and cinematic cutscene animations for various characters for *Skylanders Imaginators*.

UBISOFT, SAN FRANCISCO, CA

Animator

June 2015 – Dec 2015

- Responsible for creating combat animations, in-game cutscene animations, locomotion and idle animations used throughout the game on *South Park: The Fractured but Whole*.

TELLTALE GAMES, SAN RAFAEL, CA

Animation Intern

April 2013 – August 2013

Animator

August 2013 – May 2015

- Responsible for creating rough layout animations, as well as final animations for in-game cutscenes and action sequences across multiple projects and IPs.

EDUCATION

ANIMATION COLLABORATIVE

July 2015 – December 2016

- **3 semesters of Advanced Animation Critique**
- **Instructors: Victor Navone and Aaron Hartline**

ANIMATION MENTOR

June 2012 – December 2013

- **Character Animation Program – Classes 1-3**
- **Instructors: Guido Muzarelli, Marlon Nowe, and Mike Stern**

UNIVERSITY OF CALIFORNIA, BERKELEY

August 2009 – May 2012

- **Bachelor of Arts – Practice of Art – Emphasis in Computer Animation**

SKILLS & INTERESTS

- **Software Experience:** Autodesk Maya, experience in learning proprietary animation software and game engines, Photoshop, Office products
- Provided vocals for the end credits song "In the Pines" for Walking Dead Season 2 Episode 2 "A House Divided"

References available upon request.