Jason Thomas Campbell
Animator
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FlipandRoll™

Relevant Experience

Animator - Barbie Dream House - 2018
Animator on Netflix series at Rainmaker

Animator - Digital Domain - 2018
Visual effects, character and facial animation on the feature films Thor: Ragnarok and The Avengers: Infinity War

Pre-Viz Animator - Skyscraper - 2017
Character and camera animation pre-viz shot creation for a yet to be announced live action film at Third Floor

Animator - The Emoji Movie - 2017
Character animation on the feature film at Sony Pictures Imageworks

Animator - Trollhunters - 2016
Character animation for Seasons 1&2 Netflix series at Nitrogen

Animator - Sausage Party - 2016
Character animation on the feature film at Nitrogen

Animator - All Hail King Julien - 2015
Character animation for Netflix series at Bardel

Animator - Barbie Spy Squad - 2015
Character animation for DVD at Rainmaker Entertainment

Animator - Thunderbirds Are Go - 2014
Character key poses and vehicle and prop animation for the ITV television program at Pukeko Pictures

Animator - Karactaz - 2013
Commercial animator using Maya animating multiple creature characters for the Japanese market.

Creature ATD - WETA Digital - 2012
Assistant Technical Director for Creatures on The Hobbit An Unexpected Journey and Man of Steel. Baking cloth, hair and muscle simulations on published animation. Shot sculpts to fix interpenetrating geometry between cloth, armor and skin. Edit of pre roll animation to improve cloth simulation, scripted edits for run time inclusion in Python. Wrote scene check scripts in Python to ensure published elements had proper files generated.

Animator - Camber - 2004-2005
Contract art lead, responsible for design and programming of Flash, modeling of props and animation of CG avatars for e-learning application under Army contract. Working under LMS and SCORM restrictions for distance learning delivery methods.

Digital Scene Setup Administrator - Walt Disney Feature Animation - 1997-1999
Managed scene production setup through film scanning, virtual set modeling, camera match move, and animation. Edited scenes using MAYA, Softimage, and proprietary software. Scripted applications to improve department workflow. Designed and implemented Scene Setup department intranet. For the feature film Dinosaur.