

## Will Meyer

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### Education

**USC, Los Angeles, CA (2002 - 2007)**  
MFA in Film, Video and Computer Animation  
GPA: **3.86**

**Emerson College, Boston, MA (1996 - 1999)**  
Bachelor of Science in Film  
GPA: **3.79**

### Experience

**Modeling/Character Setup/Animation/Lighting.** *The Rattrees*, Animated shorts, *Yozux Studios, Torrance, CA* (November 2009 – January 2010)

- Modeled, rigged and animated characters in Maya 2009.
- Lit scenes in Maya and rendered in Mental Ray.

**Character Setup/Animation/Lighting.** *The Alien*, Animated short, *Yozux Studios, Torrance, CA* (May 2009 – July 2009)

- Rigged and animated character in Maya 2009.
- Lit scenes in Maya and rendered in Mental Ray.

**Modeling/Character Setup/Animation/Lighting.** *The Fish*, Animated short, *Yozux Studios, Torrance, CA* (April 2009 – June 2009)

- Modeled, rigged and animated characters in Maya 2009.
- Lit scenes in Maya and rendered in Mental Ray.

**Modeling/Character Setup/Animation/Lighting.** *Wrinkles*, Pilot for Fox TV, *Yozux Studios, Torrance, CA* (January 2009 – September 2009)

- Modeled, rigged and animated characters in Maya 2009.
- Styled character hair in Maya 2009.
- Lit scenes in Maya and rendered in Mental Ray.
- Wrote mel script to render only keyframes for stepped curve animation.
- Wrote python script to duplicate frames to make a continuous image sequence for compositing.
- Provided animation support for other animators.

**Modeling/Lighting.** *The Gift of the Magi*, Short Film, *Yozux Studios, Torrance, CA* (August 2008 – November 2008)

- Modeled fully cg environments for green screen film in Maya 8.5.
- Lit scenes in Maya and rendered in Mental Ray.

**Modeling/FX Animation/Lighting.** *Desert Schools Credit Union*, Television Spot, *Yozux Studios, Torrance, CA* (August 2008)

- Modeled interior environment for set extension in Maya 8.5.
- Rigged and animated self-building walls in Maya.
- Wrote mel script to animate 2700 tiles for self building floor.
- Lit scenes in Maya and rendered in Mental Ray.

**Character setup/Animation/Lighting.** *Comcast*, Television Spot, *Yozux Studios, Torrance, CA* (July 2008)

- Rigged and animated ogre in Maya 8.5.
- Lit scenes in Maya and rendered in Mental Ray.
- Provided animation support for other animators.

**Animation/Lighting.** *Alkaline Trio – Help Me*, Music Video, *Ghost Town Media, Los Angeles, CA* (June 2008)

- Animated props and vehicles in Maya 8.5.
- Lit scenes in Maya and rendered in Mental Ray.

**Modeling/Character setup/Animation/Lighting.** *The Little Frog*, Animated Short, *Yozux Studios, Torrance, CA* (February 2008 – June 2008)

- Modeled, rigged and animated frog characters in Maya 8.5.
- Lit scenes in Maya and rendered in Mental Ray.
- Provided animation support for other animators.

**Associate Technical Director.** *Beowulf*, Animated Feature Film, *Sony Pictures Animation, Culver City, CA* (May 2007 – October 2007)

- Assembled shots for lighting and rendering.
- Ran first pass renders and assembled test comps.
- Troubleshoot pipeline errors.

**Creator.** *The Stonecutter*, Animated Short, *University of Southern California, Los Angeles, CA* (August 2004 – October 2007)

- Designed, modeled, rigged and animated anthropomorphic animal characters using Maya 7.0.
- Created mel script-based rig for characters.
- Created mel script for saving animated scenes as a mel script referencing other files to save file space.

**Character setup/Animation.** *PixelFish Company Logo, Title, Yozux Studios, Torrance, CA (May 2006)*

- Rigged and animated company mascot (Darwin the running fish) in Maya 7.0.

**Character setup/Animation/Lighting.** *Hotbots, Animated Short, Yozux Studios, Torrance, CA (April 2006)*

- Rigged and animated transforming robots in Maya 7.0.
- Lit and rendered scenes in Maya.
- Provided animation support for other animators.

## **Computer Skills**

Maya

Mel Script

Python

Shake

Mental Ray

Linux

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Final Cut Pro

Katana

Bonsai