

Cody Woodard

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OBJECTIVE

My objective is to develop my professional career as a character animator with a strong and growing company.

WORK HISTORY

Elastic / A52

January 2012 – February 2014

Toyota Beyonce "I decide"

- Character Animation

Lowes Spring "Baseball"

- Animation

Michelin Premier "Evergrip"

- Animation
- Camera Animation
- Previs

Fruit of the Loom "Speedy Boxer"

- Vehicle Animation

Jose Cuervo Cinge "Sting"

- Insect Animation

Nike JDI "Possibilities"

- Shoe Roto Animation
- Insect Animation

Fox Sports 1 "Happy Days"

- Vehicle Animation

Kobe System 8 Commercial

- Character Animation

Target Holiday 2012 "Little Helpers", "Toyland", and "Wrap It"

- Character Animation

American Red Cross PSA

- Character Animation

Lexus "DNA" and "Techworld"

- Vehicle Animation

Target Spiderman Commercial

- Roto Animation
- Web Animation

Ben and Jerry's "Strawberry" and "Banana"

- Character Animation

Shocktop Beer

- Creature Animation

EDUCATION

AnimationMentor.com Animals and Creatures Master Class

2011

Certificate in Animal and Creature Animation

- Animal and Creature Animation
- Live Action Plate Integration

AnimationMentor.com

2009

Diploma in Advanced Character Animation Studies

- Character Animation
- Short Film Production

University of Advancing Technology

2006

Bachelor of Arts in Multimedia with Digital Animation Major

- Computer Animation
- Computer Modeling
- Character Rigging
- Acrylic Painting

SKILLS

Animal and Creature Animation

Flying Creature Animation

Autodesk Maya

PROFESSIONAL ACTIVITIES

- SIGGRAPH Conference Attendee 2004, 2005, 2008, 2010, 2011, 2012
- CTN Animation Expo 2011, 2012
- CG Con education creative computer graphics conference 2009