

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.

EDUCATION

AnimationMentor.com Animals and Creatures Master Class	2011
<i>Certificate in Animal and Creature Animation</i>	
· Animal and Creature Animation	· Live Action Plate Integration
AnimationMentor.com	2009
<i>Diploma in Advanced Character Animation Studies</i>	
· Character Animation	· Short Film Production
University of Advancing Technology	2006
<i>Bachelor of Arts in Multimedia with Digital Animation Major</i>	
· Computer Animation	· Computer Modeling
· Character Rigging	· Acrylic Painting

INTERNSHIPS

Cut – Scene Productions	2006
<i>Character Modeler and Animator on The Controller the Movie</i>	
· Modeled 3 Hero Characters	· Received Student Innovation Award
· Animated Cycles	· Aired on STARZ Entertainment
Artificial Life Promotional Material	2006
<i>Animator</i>	
· Animated Insects	· Matched live and animated motion
“Sacred Cow” Internship	2006
<i>Rigger</i>	
· Fully Rig quadruped character	· Rig functions as quadruped and biped

SKILLS

Bipedal Character Animation	Animal and Creature Animation	Autodesk Maya
Flying Creature Animation	Character Modeling	Adobe Photoshop
Works well in groups	Willingness to relocate	Live Action Plate Integration

PROFESSIONAL ACTIVITIES

· 37th, 35th, 32th and 31st annual SIGGRAPH Conference	2004, 2005, 2008, 2010
· CG Con education creative computer graphics conference	2009