

# Jeff Weidner

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**OBJECTIVE** To join and contribute to a dynamic team and create high-quality animated entertainment.

**WORK EXPERIENCE** **Sony Computer Entertainment of America**  
**Character Animator**, April 2009 ~ Present  
Created keyframe facial animation performances for a variety of characters including the hero and assorted villains as part of the cinematics for Uncharted 2: Among Thieves.

Created keyframe animations, layout, and camera for cinematics for Mod Nation Racers.

**Blue Sky Studios**

**Character Animator**, January 2009 ~ March 2009  
Created physically and emotionally driven performances on a variety of quadruped and biped lead characters as well as dinosaurs for Ice Age: Dawn of the Dinosaurs.

**Technicolor Interactive Services**

**3D Artist**, May 2008 ~ August 2008

- **Ben 10: Alien Force** – Used Maya 8.5 to create fully keyframed animations for cinematic sequences
- **Saboteur** – Used XSI to create fully keyframed AI animations for hero and background characters
- **Blitz the League 2** – Used Motion Builder to clean up mo-cap data for cinematic sequences

**EDUCATION**

**AnimationMentor.com**  
*Diploma in Advanced Character Animation Studies*  
December 2007

**Mentored by:**  
**David Breaux**  
**Ryan Donoghue**  
**Mike Walling**  
**Sean Sexton**  
**Jed Diffenderfer**  
**Greg Whittaker**

**University of California, Irvine**  
*BA, English*  
June 1995

**AWARDS & HONORS** AnimationMentor Student Choice Award – Most Improved Student