

Christine Phelan

Character Animator

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Experience

Double Fine Productions – San Francisco, CA

September 2008 – Present

Character Animator

"Brütal Legend" (September 2008 - Present)

- Animation and implementation of in-game characters, creatures, and vehicles.
- Animation for cinematics.

LucasArts Entertainment – San Francisco, CA

February 2007 – September 2008

Character Animator

"Star Wars The Force Unleashed" PS3 and Xbox360 (February 2007 – April 2008)

- Animation and implementation of in-game characters, creatures, and vehicles.
- Layout, animation, and implementation for cinematics.
- Established a workflow for vignettes animation and implementation using existing Cinematics tools, and acted as a mentor to animators and layout artists on process.

"Force Unleashed DLC - The Jedi Temple" (April 2008 - September 08)

- Animation of in-game character, creatures, and vehicles.
- Layout and animation for vignettes.

Nickelodeon Animation Studios – Burbank, CA

Winter 2006

Production Intern - "Catscratch"

- Concentrated on organization and meeting the specific needs of both the production staff and the artists.
- Assisted production staff by preparing artwork for overseas shipments, data-base management, general office duties, etc.
- Storyboard Breakdowns for character and prop artwork.
- Adobe Illustrator work for promotional product.

SCAD Summer Session and Art Educators Forum – Savannah, GA

Summer 2005

Figure Drawing Teaching Assistant

- Assisted professors in the education of high school students and high school level art teachers; gave lectures demonstrating various drawing techniques and provided feedback on artwork.

Education

Bachelor of Fine Arts in Animation – magna cum laude

Savannah College of Art and Design (SCAD)

Graduated Summer 2006

Software

- Maya
- Adobe Photoshop
- Adobe After Effects
- 3D Studio Max
- Adobe Illustrator
- Adobe Premiere

*Current demo reel and references available upon request.

