

SHERVIN ETAAT

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PROFESSIONAL EXPERIENCE

- 2011 **Animator** for Psyop. Created 2D digital animation to be used in commercials for Reebok Zigtec campaign and Norton Antivirus.
- Designer & Animator** for Shilo. Created design and animation to be used in commercial for Spin Master.
- Illustrator & Designer** for Logan. Created style frames and illustrations to develop various commercials and pitches.
- Composer & Animator** for Duck Studios, on various commercials and short form projects.
- Animator** for TrailerPark. Created 2D digital animation to be used in commercial for Ambercare.
- Animator** for Blacklist. Developed animatic for Above the Influence, a public service announcement.
- 2010 **Animator** for SDF-1 Studios. Created 2D digital animation to be used in commercial for Yahoo.
- Art Director** of visual development, for an animated feature, produced by James Young Entertainment.
- Designer & Animator** for PreHistin, a commercial for Motor Entertainment. Creating design, layout and animation.
- 2009 **Designer** of Video Game for Konami Digital Entertainment. Creating asset design, UI art and conceptual design for game.
- 2008 **Director** of Animated film, Bandits of the Egg, creating the story, preliminary art, color styling, storyboards, 2D/ 3D integration, editing, compositing, design and animation, while over seeing a group of animators, colorists and modelers.
- 2007 **Intern** for Nickelodeon Studios, Avatar The Last Airbender, Working with the production team to prepare material for the artists.
- 2006 **Animator**. Created visual effects for music video, Attack. A 30 Seconds to Mars video for FM Rocks.
- 2005 **Intern** for G7 Animation, working with a development team to conceptualize pitch ideas and design bibles in Adobe Photoshop.
- 2004 **Animator**. Created animation for the promotion of Hygienie, a show For childrens' programming, including storyboarding, animation, digital painting and editing.

SELECTED SPECIALIZED SKILLS

- Traditional animation
- Conceptual Design
- Color Styling
- Character Design
- Illustration
- Storyboarding
- Compositing
- Macromedia Flash CS5
- Painting
- Adobe
 - After Effects CS5
 - Photoshop CS5
 - Premiere CS5
- Maya 8.0

EDUCATION

- 2004-2008 University of Southern California, Master of Fine Arts, Division of Animation and Digital Arts.
- 1999-2002 California Institute of the Arts, Bachelor of Fine Arts, Character Animation.
- 1998 University of Los Angeles California, Fine Arts major, School of the Fine Arts and Architecture .