

Michelle Renee Hall

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WORK EXPERIENCE: **Roar Clothing, Los Angeles, Dec 2011– May 2013**

Graphic Illustrator & Tee Designer

Illustrated bold tribal, floral, and feather designs with many different cultural inspirations
Created hand drawn, digital and vector graphics to make ready for woven production
Harmonized Pantone swatches and separated colors for prints and woven clothing
Placed embellishments, including custom stitches, rhinestones, sequins and studs
Produced cad sheets for comprehensive outsource interpretation
Composed marketing materials, including graphics, hand paintings and animations
Covered reception duties including phones, supply ordering and organization

Prime Focus, Hollywood, Nov 2010 – May 2011

3D Stereo Compositor on “Star Wars I”, “Green Lantern” and “Transformers III”

Sculpted depth into shots using roto shapes in Fusion
Worked in a team environment, problem solving and collaborating on shots
Trained Jr. Compositors in India

Stereo D, Burbank, Sep 2010 – Nov 2010

3D Stereo Compositor on “Gulliver’s Travels”

Created depth to shots using a combination of After Effects, Nuke, and Mocha
Rotoscoped individual assets for each shot to use in the compositing process

Geek Fat Productions, Santa Monica, Nov 2009 – Oct 2010

Co-Director & Lead Animator on “The Night Before Avatar” animated short

Created the backgrounds, characters and props using Adobe Flash
Responsible for animating 90% of the film and creating scene flow
Helped direct co-workers to give life and substance to the animation

Lightstorm Entertainment, Santa Monica, Mar 2008 – Oct 2009

Render Department Lead on James Cameron’s “Avatar”

Responsible for building and maintaining an efficient render pipeline while accommodating the needs of the virtual lab, editorial, art department, compositing team, vendors, and the stage
Developed detailed tracking systems for shots being sent between internal and external departments and vendors
Accountable for training, scheduling, and workflow for technical assistants
Collaborated with scripters to create tools for optimizing efficiency and to expedite protocol
Accomplished various tasks for production such as 3D conversion, scene prep for stage, compositing and technical issues in Motion Builder and Maya

Threshold Animation Studio, Santa Monica, Nov 2006 – Feb 2008

Concept & Layout Artist on “Foodfight!”

Illustrated and digitized characters, props, and environment assets for modeling department
Developed marketing style guide poses and concepts in Maya and Photoshop for PR
Responsible for individual scene layout and animation in Motion Builder
Created multiple and distinct animations based on raw motion capture data
Responsible for organizing and managing multiple department’s assets and schedules

SKILLS: **Adobe Master Suit (Photoshop, Flash, After Effects, Illustrator, Dream Weaver, In Design, Premiere Pro) Motion Builder, Maya, 3D S Max, Fusion, Final Cut Pro, Microsoft Office**

EDUCATION: **Brooks College, Long Beach, 2003 – 2005**
Associates Art Degree in Animation

REFERENCES: **Available upon request**