



Marcia Hunsicker

Character Animator

Objective Seeking a full-time position as a 3D character animator.

Experience

Teaching Experience

- Art Institute of California, Hollywood: Adjunct Faculty July 2010 - Present
 - Lectured about animation and storyboarding concepts
 - Assigned, critiqued, and assessed student projects
- Savannah College of Art and Design: Teaching Assistant March - June 2007
 - Helped students resolve artistic and technical issues in Maya

Production Experience

- Fisher-Price: Animator and CG Generalist July 2008 - Dec 2009
 - Animated characters in dialogue and action sequences
 - Created storyboards, CG layout, texture maps, and final renders
 - Participated in dailies and implemented changes to meet tight deadlines

Short Film Experience

- *Keeper and the Wraith*: Production Manager, Layout, Animator 2009 - 2010
- *Wally and Zip*: Director, Animator 2007 - 2010
- *Once Upon a Time*: Production Manager, Animator 2006 - 2007

Skills

- Proficient in Maya, Photoshop, After Effects, Premier, Final Cut, Flash and Illustrator.
- Comfortable with Z-brush, Mudbox, Mental Ray, Windows, and Mac OS.
- Experience animating in a fast-paced, team-oriented production environment.
- Other skills include reading music and playing instruments, mainly piano.

Education

iAnimate - Advanced Character Animation Training Sept 2011- Present

- Worked closely with leading animators to polish my animation skills
- Focused on perfecting full body mechanics and close up facial acting

Master of Fine Arts - Animation
Savannah College of Art and Design
Savannah, Georgia - May 2010

Bachelor of Fine Arts - Art and Technology
Youngstown State University: Summa cum laude
Youngstown, Ohio - May 2005

References

Available upon request

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