

## **Dennis DeMercer**

Character Animator

[dennisdemercer@gmail.com](mailto:dennisdemercer@gmail.com)

[www.demerceranimation.wordpress.com](http://www.demerceranimation.wordpress.com)

770.503.6275

### **Objective**

-To create animated performances for 3D characters to the best of my ability and knowledge.

### **Experience**

-Amaze Entertainment (2006-2008)

Games shipped:

*Spore Creatures (DS)* . (Simulation) Animated 9 of 12 characters as well as effects animation and creature concepts.

*Looney Tunes (DS)* . (Music/Timing) Animated Taz and Bugs in one of the shorts for the game.

*Age of Mythology (DS)* . (Strategy) Animated and rigged more than 20 characters.

-Flying Lab Software (2005-2006)

Games shipped:

*Pirates of the Burning Sea (PC)* . (MMO) Animated emotes for characters.

### **Education**

-Animation Mentor

March 2008 - September 2009

Character Animation

-The Art Institute of Seattle

May 2003 - October 2006

Media Arts and Animation

### **Skills and Specialties**

-3D Character Animation in Maya 7, 8.5 or 2008

-2D Character Animation planning in Plastic Animation Paper

-Character Concept Art in Photoshop 7 . CS3 and Sketchbook Pro

-Self management with logic, brainstorming and process of elimination

-Charisma