

Garrett Lewis

www.garrettlewis.me

CG Artist / Animator

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Los Angeles, CA

EDUCATION

New York University - Tisch School of the Arts

BFA in Film & Television, Minor in Web Applications and Programming

2009-2013 - GPA 3.8

PROFESSIONAL EXPERIENCE

Crowd Animator/Anim TA, DreamWorks Animation Studios

Sep 2015-Present

Junior animator for the feature film studio.

Lead Animator, F84 Studios

Nov 2014-Sep 2015

Maya animator and generalist for video games, cinematics, and pre-vis projects.

CG Artist, Caliber Media / First Take Films

May 2014-June 2014

Maya Generalist/FX Artist for *Beats* Headphones Commercial.

CG Animator, The Artery VFX

Jan 2014-Feb 2014

Previs CG Animator for *Cartier* window display concepts.

CG Animator, The Artery VFX

Aug 2013-Jan 2014

CG Artist / Animator for a feature-length film - "*Angelica*" (2014) dir. Mitchell Lichtenstein

Assistant Teacher, Little Airplane Productions

July 2013

Assisted teaching 8-12 year old's stop motion for the New York International Children's Film Festival with filmmaker Tatia Rosenthal.

Intern, David Bell Studios

April 2012-July 2012

Aided in the production of artists' David Bell and Joe Scarpulla's upcoming short animated film, "*The Sacred Engine*".

STUDENT EXPERIENCE

AnimSchool "Body Acting"

Dec 2014 - Mar 2015

Learning body kinematics in the context of acting with Disney Animator Tony Bonilla.

Other Class Experience

2009-2013

- Studied advanced character animation techniques under Professor John Canemaker.
- Worked extensively in Maya and Zbrush for detailed humanoid modeling under Professor Phil McNaghy.

SOFTWARE KNOWLEDGE

Maya, XSI, 3ds Max, Zbrush, Vue, Photoshop, After Effects, Premiere, FractureFX, DragonFrame