

# Dan Segarra

Character Animator

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contributing my best work at a creative studio where I can learn and grow as an artist and animator

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## **Animation Mentor**

Graduated 2006  
Diploma

## **Columbia College**

Graduated 2002  
Bachelor's Degree

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## **Maya**

animation, rigging  
and modeling

## **3D Max**

animation

## **After Effects**

animation and basic  
compositing

## **Photoshop**

advanced editing

## **Flash**

2d animation

## **Sketchbook Pro**

2d designs and orthos

Knowledgeable in **Linux**,  
**Mac**, and **Windows**

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## **Alex Poei**

Animation Supervisor  
Rhythm & Hues  
310.448.7500

## **Brian Bullock**

Animation Director  
Sol Design FX  
312.706.5500

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## **SONY IMAGEWORKS**

Sep 2010 - Jun 2011  
Character Animator  
*Animation for Arthur Christmas*

## **RHYTHM & HUES**

Jun 2009 - Oct 2009 / Feb 2010 - Sep 2010  
Character Animator  
*Animation for Alvin and the Chipmunks: The Squeakquel*  
*Animation for The Yogi Bear Movie*

## **REEL FX**

Dec 2007 - Jun 2009  
Character Animator / Character Designer  
*Projects include Open Season 2, Kung Fu Panda:Secrets of the Furious Five short, and Madagascar 2 promotional work*

## **PSYOP**

Mar 2007 - Jun 2007  
Character Animator  
*Freelance project: Coca-Cola spot "Happiness Factory:The Movie"*

## **DIGITAL KITCHEN**

Oct 2007 - Nov 2007  
Character Animator / CG Artist  
*Freelance project: Target commercial*

## **SOL DESIGN**

May 2008 - Jul 2008 / Oct 2009 - Dec 2010  
Character Animator  
*Freelance projects: Kmart and Scrubbing Bubbles pitch*

## **CALABASH**

Aug 2000 - Oct 2007  
CG Animator / 2D Artist  
*Freelance projects: Lucky Charms, Trix, Honey Nut Cheerios*

## **HIGH VOLTAGE**

Sep 2004 - Jan 2006  
CG Animator  
*Animation and rigging for games such as Cartoon Network's Codename Kids Next Door, Zathura, and Family Guy*

## **WMS GAMING**

Nov 2002 - Sep 2004  
2D Artist / CG Animator  
*Created artwork and animation for slot-machines*

## **COLUMBIA COLLEGE**

Sep 1999 - May 2002  
Teacher Assistant  
*Maintain animation department and equipment;  
assisted students and teachers with animation*