

DAVID HERNSTON

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GOAL

To work as a Flash animator on a fun, creative project.

EDUCATIONAL BACKGROUND

- MFA in Animation, UCLA School of Film and Television
- BS in Art and Computer Science, University of Oregon

SKILLS AND EXPERIENCE

- Strong practical knowledge of the twelve principles of animation.
- Expert in Adobe Flash.
- Experience with many other programs, including Toon Boom Animate, Photoshop, Illustrator, Premiere Pro, After Effects, and Maya.
- Created an extensive set of plugins and tools to help when animating in Flash.
- Wrote, directed, and animated several short films using both traditional and Flash techniques.
- Strong life drawing and traditional animation skills.

WORK EXPERIENCE

Animation

Pickle House Animation, November 2011 - March 2012

- Animated cut scenes and title sequence vignettes for *Diary of a Wimpy Kid : Dog Days* (scheduled for theatrical release in August of 2012).

Trilogy Studios, January 2009 – August 2011

- Helped define and refine the animation pipeline
- Animated many different interactive characters and some special effects in Flash.

Current TV, April 2007 – September 2008

- Animated characters and created backgrounds for *Supernews*, a pop-culture and political satire TV series.
- Scripted tools that streamlined and drastically improved the animation pipeline

Cartoon Network Studios, May 2005 - November 2006

- Animated on two seasons of *Foster's Home for Imaginary Friends*

Software Engineer

From 2000 - 2003 I worked as a software engineer at two different game companies: Pipeworks Software and Treyarch Software.

REFERENCES

Max Graenitz (Pickle House), Chad Schoonover (Trilogy), Bob Moore (Trilogy)

Reference contact info available on request.