

**Will Meyer**  
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## Education

**USC, Los Angeles, CA** (2002 - 2007)  
MFA in Film, Video and Computer Animation  
GPA: **3.86**

**Emerson College, Boston, MA** (1996 - 1999)  
Bachelor of Science in Film  
GPA: **3.79**

## Experience

**Modelling/Character setup/Animation/Lighting.** *The Little Frog*, Computer Animation, *Yozux Animation, Torrance, CA* (February 2008 – April 2008)

- Modelled, rigged and animated frog characters in Maya 8.5.
- Lit scenes in Maya and rendered in Mental Ray.
- Provided animation support for other animators.

**Associate Technical Director.** *Beowulf*, Animated Feature Film, *Sony Pictures Animation, Culver City, CA* (May 2007 – October 2007)

- Assembled shots for lighting and rendering.
- Ran first pass renders and assembled test comps.
- Troubleshoot pipeline errors.

**Creator.** *The Stonecutter*, Computer Animation, *University of Southern California, Los Angeles, CA* (August 2004 – October 2007)

- Designed, modelled, rigged and animated anthropomorphic animal characters using Maya 7.0.
- Created mel script-based rig for characters.
- Created mel script for saving animated scenes as a mel script referencing other files to save file space.

**Character setup/Animation.** *PixelFish Company Logo*, Computer Animation, *Yozux Animation, Torrance, CA* (May 2006)

- Rigged and animated company mascot (Darwin the running fish) in Maya 7.0.

**Character setup/Animation/Lighting.** *Hotbots*, Computer Animation, *Yozux Animation*, Torrance, CA (April 2006)

- Rigged and animated transforming robots in Maya 7.0.
- Lit and rendered scenes in Maya.
- Provided animation support for other animators.

**Research Assistant.** *Gamepipe Labs*, University of Southern California, Los Angeles, CA (January 2006- May 2006)

- Designed, modelled, rigged and animated characters and other assets for student video game projects using Maya 6.5
- Co-taught three session Introduction to Maya for Game Engines workshop.
- Taught two session Introduction to Maya Character Modelling workshop.
- Developed mel script-based automated bipedal character rig for game use.

## **Computer Skills**

Maya

Mel Script

Python

Shake

Mental Ray

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Final Cut Pro

Katana

Bonsai