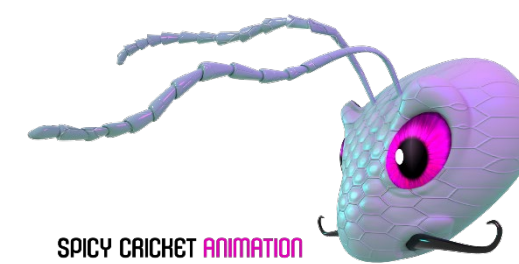


# ANGIE JONES



310 709 8967, [angie@spicycricket.com](mailto:angie@spicycricket.com), [spicycricket.com](http://spicycricket.com), [linkedin.com/in/spicycricket](https://www.linkedin.com/in/spicycricket), Los Angeles, CA

## ABOUT

Animation Director and CG Animation Leader with thirty years of experience leading teams to craft compelling visual effects and animation across gaming, cinematics, film, TV, and commercials. I consistently elevate artistry and animation direction, drive business development, shape creative identities, and am committed to fostering a culture of respect and innovation. I specialize in enhancing the performance capabilities of animation teams, ensuring outstanding results regardless of experience levels. My strength lies in effectively bridging technical and creative elements within projects.

## SOFTWARE

Maya, Nuke, Redshift, Houdini, Adobe CC, ShotGrid, Slack, RocketChat, Ftrack, Jira, Voodoo, Parsley

## EXPERIENCE

### Animation Director, Los Angeles, CA (OnSite and Remote)

2009 – Present

Clients: The Mill, Halon Entertainment, Mousetrappe, HAUS, Image Metrics, Zoic Studios, Motion Theory, Digital Domain, Angel Studios/CAPCOM Japan

- Guide each segment's filmmaking, continuity, performance, and staging; make notes on internal and vendor studios' animation.
- Create branding for external facing cross-functional partners & agencies.
- Join Forces with VFX and CG Sups to improve workflows, processes, and artistic pipelines.
- Collaborate with Team Leads and Stakeholders on animation direction, style, quality, and execution.
- Establish an animation production floor of 20-40 internal and outside vendors, including training and managing overseas production to operational success.
- Build lasting relationships with internal talent and outside vendors, contributing to positive team morale.
- Review scripts and animatics at multiple stages to ensure deliverables and address asset creation schedules.
- Foster a culture of communication, candor, and trust within teams.
- Rapidly elevate the standard of animation talent, internally and remotely, within weeks.

### Animation Supervisor, Los Angeles, CA (OnSite and Remote)

2006-Present

Clients: Halon Entertainment, Mousetrappe, HAUS Los Angeles, Zoic Studios, Motion Theory, Digital Domain

- Led teams of 8-12 for commercial and film projects, collaborating with VFX supervisors and external directors to enhance asset quality
- Interpreted and implemented client art direction in daily reviews, motivating artists through targeted shot assignments.
- Facilitated client discussions, offering creative input and technical solutions.
- Interpreted and implemented client art direction in daily reviews, motivating artists with targeted shot assignments.
- Developed and supported team members, ensuring professional growth.
- Aligned production tasks with schedule and budget standards, addressing challenges with tech and creative managers.
- Implemented onboarding process and streamlined daily methods for enhanced team efficiency.
- Crafted an independent and proficient team specializing in stylized keyframe animations.

### Teaching, Los Angeles, CA (OnSite and Remote)

2010-Present

Academia: IAnimate.Net, John C. Hench Division of Animation & Digital Arts, School Of Cinematic Arts, University Of Southern California, BRASSART - Ecole De Design Graphique, Animation 3D, CG Spectrum College Of Digital Art And Animation, Gnomon School Of Visual Effects, Games + Animation

- Online instructor at iAnimate.net for upwards of 30 students each block.
- Professor at the John C. Hench Division of Animation & Digital Arts, School of Cinematic Arts, USC – BFA and MFA/over 300 students
- Mentor for several students at Brassart in France each year.
- Instructor at the Gnomon School of VFX for classes of 10-12 students.
- Creator of 2-year animation curriculum for CG Spectrum creature and character programs

### Animation Lead, Los Angeles, CA (OnSite and Remote)

2002-2022

Clients: Cinesite - Hwood, Luma Pictures, Engine Room, Brand New School, Super 78, Psyop, Amalgamated Pictures, Angel Studios

- Led teams of 8-12 for shot and sequence responsibilities for Features, Commercials, and Games, consistently meeting tight deadlines.
- Collaborated with clients, producers, and animation directors to align departmental vision with commercial requirements.
- Crafted keyframe character and creature animations for in-game, cinematics, and diverse feature projects, ensuring visual continuity and quality.
- Proactively addressed technical issues, directing the animation team for smooth workflows with studio tools.
- Collaborated with technical animation and stakeholders to enhance animation pipelines, improving efficiency and output quality.

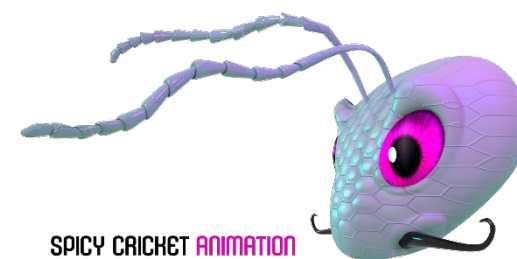
### Senior Character and Creature Animator Keyframe Only, Los Angeles, CA (OnSite and Remote)

1994-2014

Clients: Rhythm and Hughes, Asylum FX, Jim Henson Studios, Cafe FX, Colorado FX, Sony Picture Imageworks, Buck, Weta, Flavor Design, Zero FX, Imaginary Forces, Method, Elastic.tv, Stardust, GiantSteps, Lord Danger, Cantina Creative, Duck Soup, Oddworld Inhabitants, My Active Driveway, Scholar, Psyop, EightFX, Oddfellows, Tau Films, Republic, Coca-Cola USA

- Crafted compelling keyframe character performances with mechanical precision aligning with the baseline of each character/creature.
- Created unique performances in various animation styles, from cartoony to realistic.
- Provided occasional support to junior staff and crafted character performances with mechanical precision.
- Offered feedback to the lighting team on character rigs and hands-off shots.
- Troubleshooted animation scene files and devised visual solutions for challenging client briefs.
- Managed workload efficiently, met deadlines, and adhered to established workflows.
- Fostered inter-department collaboration through effective communication.
- Collaborated with 3D Animation Leads, 3D Leads, Riggers, Creative Directors, and Producers to contribute to project success.

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## Previz Artist, Los Angeles, CA (OnSite and Remote)

2016-2020

Clients: Cantina Creative, Third Floor, Day For Nite, Disney Features, Eight FX, Ollin FX

- Translated movie segments from concept or boards to workbook or previz level blocking for Director.
- Executed strategic camera choices, creative cuts, and animating elements, creatures, and characters for pre-visualization.
- Collaborated closely with VFX Supervisor and Director to refine and finalize sequences.
- Played a pivotal role in seamlessly integrating artistic vision and narrative intent.

## Independent Consultant, Los Angeles, CA (OnSite and Remote)

2002-2010

Clients: Image Metrics, USC Institute for Creative Technologies, Zoic Studios, Motion Theory, SideFX Software, Disney Feature Animation

- Optimized production efficiency revolutionizing facial animation rigs and tools and contributed to workflow development.
- Charged with creating/building the new and improved character animation pipe for all shows.
- Directed the creation of AI-driven facial expressions for avatars, working with tech leads and focusing on enhancing appeal.
- Character Specialist to refine and present new user/artist-friendly UI version 9 release - Houdini 9 beta.

## ACADEMIA

<b>UNIVERSITY OF SOUTHERN CALIFORNIA</b>	Full-Time Assistant Professor	2010-2018
<b>CGSPECTRUM.edu.au</b>	Developed 2-Year Curriculum	2018-2019
<b>iANIMATE.net</b>	Online Instructor – Workshops 3, 4 and 5	2011-2022
<b>GNOMON SCHOOL OF VFX</b>	Instructor – Char/Creature Anim	2009-2010

## EDUCATION

<b>Laguna College of Art+ Design</b>	MFA Painting – Presidential Scholar	Laguna Beach, CA/USA
<b>Bang Improv</b>	Studio Improv Classes 1–4 and Masterclass	Los Angeles, CA/USA
<b>Ed Hook's Acting and Improv</b>	Acting for Animators	San Francisco, CA/USA
<b>Atlanta College of Art</b>	BFA Electronic Arts – Presidential Scholar	Atlanta, GA/ USA

## CREDITS

### Animation/Film Work:

- Avatar 2 (2022)
- Bloodshot (2018)
- Pre-viz - Smurfs Movie (2011)
- Smurfs Movie (2011)
- I'm Here (2010)
- National Treasure 2 (2007)
- The Hitcher (2007)
- Zoom: Return of Zoom (2006)
- Pan's Labyrinth (2006)
- Stealth (2005)
- The Cave (2005)
- Chronicles of Narnia (2005)
- National Treasure (2004)
- Garfield (2004)
- Scooby-Doo 2 (2004)
- Freddy vs Jason (2003)
- X-Men 2 (2003)
- Stuart Little 2 (2002)

### Commercial Highlights:

- Fortnite: Joni and the Red Crew Pack Cinematic (2023)
- Fortnite: Fracture Cinematic Trailer (2022)
- Fortnite: Paradise Cinematic Trailer (2022)
- Hatsune Miku - Toyota (2011)
- Squirrel Honda (2009)
- Battle of the Beans - Soy Joy (2008)
- Stoli Blakberi (2008)
- Popsicle Spots - 3 spots (2007)
- Disney's 50th Anniversary (2004-2006)
- Amp Energy Drink - Clio (2006)
- Coca-Cola Drops (2006)
- Nintendo Game Boy - 2 spots (2004)
- Geico Gecko - 13 spots (2003)
- Smart and Final - 3 spots (2002)
- 7-Up International Pitch (2002)

### Video Game Highlights:

- Assassin's Creed 2 (2009)
- Army of Two: 40th Day (2009)
- Blur (2009)
- God of War III (2009)
- Red Dead Redemption (2009)
- Oddworld: Abe's Exoddus and Munch's Oddysee (1998-2000)
- Dino Crises 3 (2000)
- Oni 2 (2000)
- Red Dead Revolver (2000)
- Smuggler's Run 2: HT (2000)
- Midnight Club 2 (2000)
- TRW Surf (2000)

### Television:

- Skitter – Falling Skies (2010)
- Fringe (2008)
- Skrumps (2006)
- Reality Check (1995)

### Entertainment:

- The Living Tree - Disney World (2019)
- Racing Legends (2016)
- City Of Dreams Macau Dragon's Treasure VR Ride (2008)

## AWARDS

2003  
2008  
2007

**Stuart Little 2**  
**Amp Paper**  
**Pan's Labyrinth**

**Ves Best Character Anim in An Animated Feature**  
**Clio Outstanding Performance by Animated Character**  
**Academy Award Winner Best Cinematography**

## JUROR

2016 + 2018  
2017  
2016

**Siggraph Computer Animation Festival**  
**Florida Animation Festival**  
**Amalad Animation Festival of Seville, Spain**