

# HARRY PORUDOMINSKY

## CHARACTER ANIMATOR

6384 W. 80<sup>TH</sup> PLACE  
WESTCHESTER, CA 90045

(310) 849 – 6153  
HARRY@SUPAMONKE.COM

WWW.SUPAMONKE.COM

### OBJECTIVE

To use my experience and talent to animate entertaining, exciting, and stirring performances with a team as excited about the art of animation as myself.

### EXPERIENCE

<b>HYDROGEN WHISKEY STUDIOS</b> <i>Cinematics Character Animator</i> <b>Star Wars Kinect – Video Game Cinematics – Layout and animation</b>	<b>DECEMBER 2011</b> <i>Santa Monica, CA</i>
<b>RHYTHM &amp; HUES</b> <i>Cinematics Character Animator</i> <b>Star Wars Kinect – Video Game Cinematics – Layout and animation</b>	<b>JULY 2011 – OCTOBER 2011</b> <i>El Segundo, CA</i>
<b>MOTION THEORY / MIRADA STUDIOS</b> <i>Character Animator</i> <b>Summertime – Commercial – Previs, layout, and animation</b>	<b>MAY 2011 – JUNE 2011</b> <i>Marina Del Rey, CA</i>
<b>SONY PICTURES IMAGEWORKS</b> <i>Intermediate Animator</i> <b>Green Lantern – Feature Film</b>	<b>JANUARY 2011 – MAY 2011</b> <i>Culver City, CA</i>
<b>ZOIC STUDIOS</b> <i>Character Animator</i> <b>Falling Skies – Television – Creature animation of six-legged aliens and bipedal robots</b>	<b>OCTOBER 2010 – DECEMBER 2010</b> <i>Culver City, CA</i>
<b>MOTION THEORY / MIRADA STUDIOS</b> <i>Character Animator</i> <b>I Will – Commercial -- Previs, layout, and animation</b>	<b>SEPTEMBER 2010 – OCTOBER 2010</b> <i>Marina Del Rey, CA</i>
<b>RHYTHM &amp; HUES</b> <i>Cinematics Character Animator</i> <b>Microsoft Kinectimals – Video Game Cinematics -- Animation of animals, particularly cats</b>	<b>JULY 2010 – AUGUST 2010</b> <i>El Segundo, CA</i>
<b>MOTION THEORY / MIRADA STUDIOS</b> <i>Character Animator</i> <b>Building a Better Bullseye – Commercial – Previs, layout, and animation</b>	<b>APRIL 2010 – MAY 2010</b> <i>Marina Del Rey, CA</i>
<b>23D FILMS</b> <i>Animator</i> <b>Sports Science – Television -- Layout, and animation</b>	<b>FEB 2010 – FEB 2010</b> <i>Toluca Lake, CA</i>
<b>SUPER 78 STUDIOS</b> <i>Character Animator</i> <b>Donkey Live! – Theme Park Attraction – Animated Donkey for this attraction based on the Shrek franchise</b>	<b>AUGUST 2009 – DECEMBER 2009</b> <i>Hollywood, CA</i>
<b>ARCONYX ANIMATION STUDIO</b> <i>Previz Animator</i> <b>Unnamed Project -- Feature Film -- Previsualization for a live-action feature film</b>	<b>JULY 2009 – AUGUST 2009</b> <i>Los Angeles, CA</i>
<b>SNOOT ENTERTAINMENT</b> <i>Character Animator</i> <b>Johnny and the Dream Machine – Animated Feature Pitch – Previs, layout, and character animation</b>	<b>OCTOBER 2008 – MAY 2009</b> <i>Los Angeles, CA</i>
<b>AMALGAMATED PIXELS</b> <i>Character Animator</i> <b>Without A Paddle 2 – Feature Film – Layout and animation</b>	<b>MAY 2008 – AUGUST 2008</b> <i>Westlake Village, CA</i>

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## CHARACTER ANIMATOR

### SNOOT ENTERTAINMENT

*Character Animator*

**Battle for Terra** – *Feature Film* – Continued work for the final version of the movie  
**Bunraku** – *Feature Film* – Modeling and animation for opening short

OCTOBER 2007 – MAY 2008

*Los Angeles, CA*

### BRAIN ZOO STUDIOS

*Cinematics Character Animator*

**Destroy All Humans 3** – *Video Game Cinematics*

SEPTEMBER 2007 – OCTOBER 2007

*Van Nuys, CA*

### MENITHINGS

*Animator*

**Battle for Terra** – *Animated Feature* – Previs and character animation

NOVEMBER 2005 – AUGUST 2007

*Los Angeles, CA*

### GIGAPIX STUDIOS

*Lead Animator*

Responsible for animation, modeling, rigging, and managing artists on several projects:

**Junkbots** – *Animated Television Pitch*

**Hope Canyon** – *Animated Feature Pitch*

**Merril Lynch Corporate Executive Meeting Presentation 2004**

**Twilight** – *Animated Feature/Television Pitch*

MAY 2003 – SEPTEMBER 2005

*Chatsworth, CA*

### SAVAGE FROG!

*Character Animator*

**Disney's Jungle Book** – *Television* – Pilot for Walt Disney TV Animation

AUGUST 2002 – SEPTEMBER 2002

*Glendale, CA*

### RADIUM

*Animator*

**Pts.of.Athrty (Linkin Park)** – *Music Video* – Previs, modeling, layout, FX, composites, and animation.  
MTV Asia VMA Winner

JULY 2002 – AUGUST 2002

*Santa Monica, CA*

### STRANGE ENGINE

*Animator*

**Hero (Spiderman Soundtrack)** – *Music Video* – Modeling and layout. MTV VMA Winner

**Star Trek Enterprise Ep. 24: "Desert Crossing"** – *Television* – Animation, FX animation, compositing, and roto

MAY 2002 – JUNE 2002

*Santa Monica, CA*

## EDUCATION

### ANIMATION MENTOR

*Graduated Spring 2010*

2008 – 2010

*Emeryville, CA*

### DAVE SCHOOL

*Specialized AA in 3D Animation*

2000 – 2001

*Orlando, FL*

### UNIVERSITY OF FLORIDA

*BA in Business Administration with a concentration in Photojournalism*

1996 – 1998

*Gainesville, FL*

### BOSTON UNIVERSITY

*Work towards BA in Business Administration*

1994 – 1996

*Boston, MA*

REEL AND RESUME AVAILABLE AT [WWW.SUPAMONKE.COM](http://WWW.SUPAMONKE.COM)

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