

Ryan Sluman

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OBJECTIVE

To obtain a position as a character animator

WORK EXPERIENCE

Rhythm & Hues Studios

Animator

November 2008 – November 2009

July 2007 – November 2008

- Animate characters in the feature films *Alvin and the Chipmunks: The Squeakquel*, *Aliens in the Attic*, *Night at the Museum 2*, and *Alvin and the Chipmunks*

Technicolor Interactive Services

Animator

May 2008 – August 2008

- Animate characters for game cinematics and in-game AI

Arconyx Animation Studios

Animator

February 2008 – April 2008

- Animate facial performances for head replacement

Rhythm & Hues Studios

Animation Apprentice

June 2007

- Simulated production
- Production pipeline education

Software

Autodesk Maya, Softimage|XSI, Rhythm & Hues' Voodoo, Dragon Stop Motion

EDUCATION

- **AnimationMentor.com**
Diploma in Advanced Character Animation Studies 2007
- **University of Washington**
Major: Interdisciplinary Visual Arts 2002 – 2007

AWARDS & HONORS

- CGSociety's Secret Agent Challenge: Best Visual Effects October 2009
- CGSociety's Uplift Universe Challenge: Animation Award July 2008
- CGSociety's Uplift Universe Challenge: Team Video Excellence Award July 2008
- Animation Mentor Student Choice Award: Best Dialogue Acting Class of Spring 2007