

FEATURE FILM EXPERIENCE

- Rigging, **Beverly Hills Chihuahua 2** (2010) (DVD), Walt Disney Pictures, Image Metrics / Sup. John Riggs
- Facial Animation, Performance Capture, **Food Fight** (2009) (DVD), Threshold Entertainment, Image Metrics / Sup. David Barton
- Technical Support, R/D, **Splice** (2009), Double Negative, Image Metrics / Sup. David Barton
- Facial Animation, Performance Analysis, **The Curious Case of Benjamin Button** (2008), Warner Bros. Pictures, Paramount Pictures, Image Metrics / Sup. Paul Griffin

GAME CINEMATIC EXPERIENCE

- Technical Director, **Harry Potter Deathly Hallows 1 + 2** (2010-11) EA Brightlight, Image Metrics / Sup. John Riggs
- Rigging, **Crysis 2** (2011) Crytek, Image Metrics / Sup. John Riggs
- Technical Director, **Max Payne 3** (2011) Rockstar, Image Metrics / Sup. John Riggs
- Technical Director, **God of War III** (2010) SCEA, Inc., Image Metrics / Sup. Adam Schardein
- Technical Director, **Halo: Reach** (2010) Bungie, Image Metrics / Sup. John Riggs
- Technical Director, **Red Dead Redemption** (2010) Rockstar, Image Metrics / Sup. John Riggs
- Technical Support, **NBA 2k11 + 2k12** (2010-11) 2K Sports, Image Metrics / Sup. John Riggs
- Facial Animation, **Blur** (2010) Activision, Blizzard, Image Metrics / Sup. Peter Busch
- Technical Director, **Army of Two: The 40th Day** (2010) EA, Image Metrics / Sup. Adam Schardein
- Rigging, **Hunted: Demon Forge** (2010) inXile, Image Metrics / Sup. John Riggs
- Facial Animation, **Grand Theft Auto IV: The Ballad of Gay Tony** (2009) Rockstar, Image Metrics / Sup. Angie Jones, T. Dan Hofstedt
- Facial Animation, **Grand Theft Auto IV: Lost and Damned** (2009) Rockstar, Image Metrics / Sup. Angie Jones
- Technical Support, **NBA 2k10** (2009) 2K Sports, Image Metrics / Sup. Oleg Alexander
- Facial Animation, **Assassin's Creed II** (2009) Ubisoft, Image Metrics / Sup. Angie Jones
- Facial Animation, **Grand Theft Auto IV** (2008) Rockstar, Image Metrics / Sup. David Barton
- Facial Animation, **Midnight Club: Los Angeles** (2008) Rockstar, Image Metrics / Sup. David Barton
- Performance Capture, **Devil May Cry 4** (2008) Capcom, Image Metrics / Sup. David Barton

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OTHER EXPERIENCE

- Technical Director, John Wooden “**Huddle**” (2010) TV Spot, Motion Theory, Image Metrics / Sup. John Riggs
- Rigger/Character TD, Hephaestus (TBD - 2011) Short Animation, Director Alexander Curtis
- Facial Animation, **Black Eyed Peas “Boom Boom Pow”** (2009) Music Video, Motion Theory, Image Metrics / Sup. Angie Jones
- Facial Animation, **Intel Proving Grounds Website** (2009) Website Animation, <https://pip.intel.com/provinggrounds/>, Ascentium, Intel Corp., Image Metrics / Sup. Adam Schardein
- Facial Animation, **Deutsche Telekom** (2008) Commercial, Image Metrics / Sup. David Barton
- Facial Animation, **Rock Band** (2007) Trailer, Passion Pictures, Harmonix, Image Metrics / Sup. David Barton
- Freelance Graphics and 3D Visual Development, Burton (2008), “Hard” Documentary (2009), Keep Rolling Productions (2009) James Kruse
- 3D Visual Development, Freelance Contractor, **Itech Interactive Fitness Equipment** (2006)
- Forensic Animation, Animation Intern, **Kineticorp LLC** (2006)

SKILLS / QUALIFICATIONS

General

- Keen eye for detail and strong artistic instincts for design, anatomy, composition, and craftsmanship with emphasis on facial animation, modeling, and rigging humans, animals, and creatures.
- Excellent organizational and communication skills, proactively articulating conceptual solutions and production strategies to management and team thriving in collaborative, peer-driven support structures.
- Focused, well rounded, highly self motivated, problem solver with a potent balance of artistic and technical ability and insatiable work ethic and strong desire to learn.
- Passionate about experiencing, expressing, playing, and working on great movies and games that make a profound positive impact on society.

3D

- Solid versatile 3D skill set encompassing real-time game engine, photo-real, and stylized 3D techniques including sculpting, modeling, texturing, rigging, fx, and rendering techniques that are the most up-to-date and cutting-edge.
- Knowledgeable, interactive, and supportive of open-source architectures, cloud computing, and software innovations for 3D production, motion-capture, and software development for the future.

2D

- Masterful traditional art, digital paint, and compositing facility for concept development, sketching, and illustration with experience in painting environments, characters, and props that exude a strong fundamental knowledge of human anatomy and architecture.
- Expansive toolset in design, compositing, and animation in After Effects and video editing in Final Cut or Premiere.

EDUCATION

- The Art Institute of Colorado, BA, Media Arts and Animation, (2006)