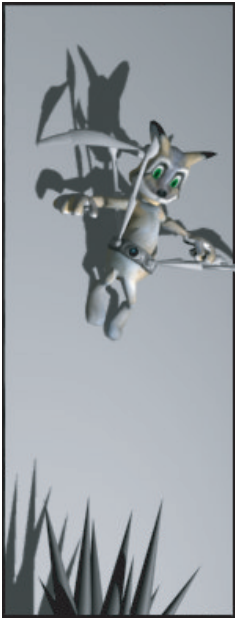


SETH TURNER

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OBJECTIVE

I strive to create animation that breathes life into the characters, adding to the fun of the game play beyond just functionality. I would like to obtain an animation position with a game development company that aspires to produce games that test the limits of animation and fun.

EMPLOYMENT

PROJECT MANAGER/DESIGNER, SENIOR AUTOCAD DRAFTER
James D. Eddy Associates

SEPT. 2001-PRESENT
San Ramon, CA

Responsibilities include project setup, design and coordination, as well as AutoCAD drafting.

EDUCATION

BACHELOR OF ARTS - COMPUTER ARTS (CHARACTER ANIMATION EMPHASIS)
Academy of Art College

GRADUATED SPRING 2003
San Francisco, CA

- GPA: 3.5
- Completed the PIXAR ANIMATOR taught classes 'CHARACTER ANIMATION 1' with a grade of 'B' & 'CHARACTER ANIMATION 3A' with a grade of 'A' (was skipped past 'CHARACTER ANIMATION 2' based on reel submission).

SKILLS

- Game Development Experience:
 - Completed all the character animation for the Playstation 2 game demo, "Banisher", that was pitched to SONY by Mechanical Butterfly Studios. Experience using GAMEBRYO middleware for demo.
 - Worked on game mod using the UNREAL ENGINE - working on most artistic aspects (in-game & cut scene animation, rigging, modeling and texture).
 - Designed and created prohibition era FPS level & animation. Exported to RENDERWARE game engine.
- Experience in the following software programs:
 - Maya, 3d Studio MAX, Photoshop, Illustrator, Premiere, After Effects, Flash, HTML, AutoCAD r14 through 2008, MS Word/Excel
- Traditional skills: figure drawing, sculpture, oil painting, design drawing
- Animation experience in traditional, 3d, and stop motion.

REFERENCES

Available upon request.