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Ross Blocher

Objective To continue my career in animation, involved in planning through post-production, using my artistic and technical skills to serve my love of animation art.

Experience 2007 / Film Roman / Burbank, CA

Digital Compositor, Digital Scene Planner, Technical Director

- Compositing for *The Simpsons Movie*, *The Simpsons Game*, and commercials.
- Assembling shots in Toon Boom Harmony / Stage; editing backgrounds in Photoshop; digital ink and paint; receiving and exporting scenes from other studios.

2006-2007 / JE Services / Canyon Country, CA

Digital Ink and Paint Artist

- Digitally inking and painting scenes for Disney's *Three Caballeros Ride* with Toon Boom Studio.

2006 / Matchframe Animation / Burbank, CA

Compositing Supervisor, Digital Effects and Compositing

- Compositing for two-part animated film *Walking With Buddha* and film *A Monkey's Tale*.
- Working in Shake, After Effects and Photoshop to improve scenes; adjust colors, timing and effects, and build transitions; assembling films in Shake and Final Cut Pro and exporting to film and DVD.

2004-2006 / Fleeting Image / Los Angeles, CA

Animation Compositor and Technical Director

- Assembling rough, cleanup, and final color composites for animated short film *A Monkey's Tale*.
- Compositing in Shake, fixing ink and paint in Toonz, editing images in GIMP, and operating from the Unix command line. Working with art director to style colors and effects.
- Lumo tagging (adding 3D lighting information) for various commercials.
- Animation checking and scanning for the *Drew Carey Green Screen Show*.

2004-2006 / Woodbury University / Burbank, CA

Assistant to the Animation Department

- Producing promotional DVD portfolios of student animations.
- Designing PowerPoint presentation and brochure to promote the Animation department; co-presenting at numerous schools and career fairs.
- Ordering and assembling lab items including light tables, shooting stands, cameras, computer stations, and input devices; designing and supervising construction of animation workstations.

Education

- BFA in Animation / Woodbury University / May, 2004 / Magna Cum Laude
- Vice President of CelArt (Animation Student Organization), Dean's List 2000-2004, Senior Outstanding Performance Award, Outstanding Service Award, President's Award, Leadership Behind the Scenes Award, Student Leader Award

Skills

- Toon Boom Harmony / Stage, Shake, After Effects, Final Cut Studio, Premiere, Vegas, Photoshop, Illustrator, InDesign, Quark, Acrobat Professional, modeling and texturing in Maya and 3D Studio Max; Dreamweaver, Frontpage, Flash, HTML, CSS, MS Office
- Experienced and proficient in Windows and Macintosh environments. Able to learn new software quickly and train others.

References References are available on request.