

Renae Radford

736 N. Harvard Blvd. | Los Angeles, CA 90029 | (309) 781-6739 | renae.radford@gmail.com

www.renae-radford.com

Professional Experience

After Effects Compositor/FX Artist - "Kung Fu Panda 3" & "Dreamplace" (July 2015-Nov. 2015)

Dreamworks Animation SKG, Glendale, CA

Animated and composited shots of the end title sequence for the feature animated film "Kung Fu Panda 3". Created lighting and VFX, animated characters and objects. Also worked on the "Dreamplace" interactive holiday experience entitled "Adventure to Santa". Created templates for entire comp team for all shot use, comped and animated characters/FX, created VFX and lighting, created marketing ads and sponsor demos.

After Effects Compositor/FX Artist - FireForge Games Campaign (June 2015-July 2015)

Dark Burn Creative, Chatsworth, CA

Created video game trailer shots utilizing concept art for the FireForge video game marketing campaigns. Used 3D layers and cameras for comps, created lighting and VFX, animated characters and objects, and used built in plugins as well as third party plugins for FX.

Visual Development After Effects/FX Artist - Unreleased Feature Film (March 2015-April 2015)

Paramount Animation, Los Angeles, CA

Created visual development shots using After Effects for an unreleased feature animated film at Paramount Animation. Used 3D layers and cameras for comps, created lighting and VFX, animated characters and objects, and used built in plugins as well as third party plugins for FX.

After Effects Compositor/FX/Animator - "Monster High" & "Barbie: Super Sparkle" (Nov. 2014-Feb. 2015)

Six Point Harness Studios/Mattel, Los Angeles, CA

Composited Flash animation, PSDs and created FX for the Monster High web series and Barbie motion comic. Used 3D layers and cameras for comps, created lighting and VFX, and animated characters and objects.

VFX Supervisor/Lead After Effects Compositor - "Rainbow Brite" (May 2014-Nov. 2014)

FeelN/Hallmark, Santa Monica, CA

Created VFX and supervised all VFX work on the Rainbow Brite TV series (2014). Lead compositor supervising both an in house staff and vendor studio for all compositing on the show. Composited Flash animation using 3D layers and cameras for comps, created lighting and VFX, and animated characters and objects in AE.

After Effects Compositor/FX/Animator - "Cosmos: A Spacetime Odyssey" (Sept. 2013-March 2014)

Six Point Harness Studios/FOX, Los Angeles, CA

Composited Flash animation with live action elements for the 2D animated portions of the Cosmos television series. Used 3D layers and cameras for comps, created lighting and VFX, animated characters and objects, and used built in plugins as well as third party plugins for FX.

After Effects Compositor/FX/Animator - "Planes Shorts" & "Cloud Alphabet" (May 2013-June 2013)

DisneyToon Studios, Glendale, CA;

Animated and composited a sky writing cloud alphabet for a marketing toolkit for "Planes". Composited international versions of the intro shorts for the film. Composited CG renders in After Effects and created stereoscopic 3D versions of specific intros.

Lead After Effects Compositor/Animator - "Planes" (March 2013-May 2013)

DisneyToon Studios, Glendale, CA;

Animated and composited the 2D end title sequence for the feature animated film "Planes". Used 3D layers and cameras for comps, created lighting and VFX, animated characters and objects, set stereoscopic 3D, and used AE plugins as well as third party plugins for stereoscopic 3D and FX.

After Effects Compositor/Animator - "Me and My Shadow" (December 2012-March 2013)

Dreamworks Animation SKG, Glendale, CA;

Composited "shadow world" in After Effects for the feature animated film "Me and My Shadow". In addition to "Shadows" worked on "Kung Fu Panda 2" shot work. Used 3D layers and cameras for comps, created vector masks, animated characters and objects, and used built in plugins as well as third party plugins for stereoscopic 3D and FX. Also did 2D fix work for CG world shadows, including digital inbetweens for 2D animation, lip sync fixes, stitching, and roto.

Rena Radford

736 N. Harvard Blvd. | Los Angeles, CA 90029 | (309) 781-6739 | renae.radford@gmail.com

www.renae-radford.com

Technical Knowledge

Platforms: Windows, Mac, Linux

Software: Adobe After Effects CC/Photoshop/Premiere/InDesign/Illustrator/Dreamweaver/Flash, Trapcode Suite Plugins, Red Giant Psunami, stereoscopic 3D, optical flares plugin, Nuke, Shake, Boujou, Maya 2012, XSI Softimage 6.5, Dreamworks Proprietary, Vicon 2.5 Motion Capture, Motion Builder, Stop Motion Pro, Final Cut Pro

Programming: HTML, CSS, PHP, Javascript, Databases- MySQL

Education

Master of Fine Arts, Animation and Digital Arts, May 2009

University of Southern California, Los Angeles, CA

Bachelor of Science, Multimedia, May 2006

Bradley University, Peoria, IL