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Raphael H. Suter (3D Character Animator)

Education

Academy of Art University, San Francisco, CA

- BFA - Character Animation May 2005
- Completed <u>Character Animation 1</u> taught by <u>Pixar</u> Animators Stephen Gregory, and Billy Merritt
    - (Admittance though portfolio review) 2004
- Attending <u>Character Animation 2</u> taught by <u>Pixar</u> Animators Andrew Gordon and Mike Ventutini
    - (Admittance though portfolio review) 2005
- Steady 3.5+ GPA: On the Presidents Honor List.
- Exhibited in annual "<u>Spring Arts Show</u>" in May 2001.

Skills

- Comprehensive knowledge of Maya - 4½ years of computer animation and character setup classes.
- A solid background in traditional foundations from years of classes taught by industry professionals.
- Familiarity with: Adobe Photoshop, Adobe Premiere, Adobe After Effects, Final Cut, and Shake, Html, Basic Pearl and Mel scripting, as well as word, and spreadsheet applications.
- Solid camera, story, and storyboard principles.
- Ability to work collaboratively in a team environment
- Strong Communication and organizational skills.
- Able to work well under deadlines.

Experience

Summer 2002   **Pratt Fine Arts**   Seattle, WA
Contract Freelance Documentary Project

- Filmed many hours of stock photography for the Pratt Arts Center of Seattle.
- Responsible for composing all shots, and interviews.
- Responsible for editing and scoring the finished promotional documentary.

Winter 2001   **AT&T Northwest Access & Production Center**   Seattle, WA
Contract Web Site Design and Update

- Updated Parts of the SCAN Website
- Reconstructed parts of the old site
- Turned the old static SCAN icon into an animated logo

Summer 2000   **Pacific Science Center**   Seattle, WA
Science Interpreter

- Worked at different stations throughout the Science Center and presented science facts to guests of all ages.
- Helped run the outdoor exhibits, (High rail bike, Kayaks).
- Helped close down the center and secure the buildings at closing.

Interests

Computers (construction of), 3D Modeling/Animation, Art (clay, charcoal, computer), Graphic Design, Video / Motion picture direction and editing, Web Design, Video games, and movies.

References

Available upon request.