

Vivian Nikolich • Character Animator

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Education

The Animation Collaborative, Emeryville, CA January 2013 - Present

Intensive courses taught by Pixar animators, including:

- *Perfecting Your Animation*, Royce Wesley – focus on improving key aspects of animation skillset
- *Advanced Animation Critique*, Victor Navone – individual shot development and polishing, and an emulated dailies-style group feedback environment
- *Animation Demo & Lecture*, Michal Makarewicz – covering advanced animation techniques

Academy of Art University, San Francisco, CA Graduated 2012

BFA in Computer Animation

- Animation – computer, hand-drawn, stop-motion, and clay puppet
- Artistic foundation – advanced figure drawing, anatomy, design, and color
- Acting and film – improv, storyboarding, narrative storytelling, film history

Experience

Nueva High School – Animation Elective Teacher January 2014 - Present

- Designed semester-long curriculum for a new class teaching animation basics, history and principles, to beginning computer animation exercises
- Teach class with hands-on animation projects and short film development, providing individual mentoring and guidance for each student

DreamWorks Animation – Digital Training Intern Fall 2010

- Completed animation training using proprietary software and professional production rigs, with guidance from full-time animators
- Helped train employees on various exercises and classes, organized and managed training library

Freelance Animation, Logo and Web Design 2009 - Present

- Created logos, business cards and websites for multiple clients, including Google and Circuit Therapeutics, and an animated logo for non-profit *Pray for Japan* (2012) documentary

Animated Shorts

“Secret Agent Robot”

- Nominated at the Berkeley Video & Film Festival, in addition to other student film festivals

“Techno Penguin”

- Won the “Grand Festival Award” for Young Producers in the 2003 Berkeley Video & Film Festival
- Won the Individual Animation award at the 2004 California Student Media & Multimedia Festival
- Won Young Directors award at the 2004 La Mancha Student Film Festival

Skills

Animation: Highly skilled in the entire Maya production pipeline including modeling, texturing, rigging, animation, lighting, and rendering; completed Maya Masters session in 2004
Experience with ZBrush, Mudbox, and RenderMan for Maya

Video: Advanced Final Cut Pro and Adobe Premiere skill
Intermediate-level compositing and editing in Nuke and Adobe After Effects

Images: Expert image editing and manipulation using Photoshop, Illustrator
Digital photography and video using high-end DSLR cameras (Canon 7D, 60D, etc.)

Sound: Hand-crafting sound effects, music editing, composing, and remix creation using
GarageBand, Logic, and Soundtrack Pro, guitar and piano performing

Languages: Fluent in English and Hungarian, limited reading/speaking in Japanese and Spanish

Hobbies: Improv, running/hiking, worldwide travel, figurine/toy collecting, 3D printing