

# Dale Cannon

# Character Animator

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www.canimation.com

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## OBJECTIVE

To grow and better myself and my skills in animation and acquire a character animation position in the TV, Film or Gaming industry.

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## WORK EXPERIENCE

### Animatic Media, 6/2010 – 1/2012

- Responsible for character animation on The Adventures of Kami and Big Bird as well as animatic animations for several other projects.

### Shadows in Darkness, 6/2010 – 1/2011

- Responsible for character animation on various game projects for Sony, McDonald's/Shrek and Nickelodeon.

### Stuntman for TV/Film (S.A.G.), 1996 - Present

- Responsibilities included performing dangerous, well calculated and rehearsed stunts for camera and live audiences, Doubling actors, coordinating fights, Safety of myself and all actors. My full stunt reel and résumé can be found at: [WWW.DALEDCAANNON.COM](http://WWW.DALEDCAANNON.COM)

### Digital Code Works, 6/2009

- Freelance iPhone game animations Responsible for main character animations for iPhone game.

### Universal Studios Orlando, 2/1996 - 9/2007

- Performed characters and stunts in live shows.

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## EDUCATION

2008 - 2010 **ANIMATION MENTOR**  
WWW.ANIMATIONMENTOR.COM

### MENTORED BY:

TERM 1: Wes Mandell (ILM)

TERM 2: Brett Coderre (Pixar)

TERM 3: Morgan Kelly (Dreamworks)

TERM 4: Nicolle Herr (Furious FX)

TERM 5: Jay Jackson (Furious FX)

TERM 6: Victor Navone (Pixar)

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## SKILLS

MAYA, 3D Studio Max, Mudbox, Topogun, UV Layout, Rigging, Modeling, Photoshop, Flash, Illustrator, Flipbook, Premiere

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## HOBBIES

Martial Arts, My homebuilt CNC machines, CAD for CNC, Metal and Woodworking, Game developing(Unity3D), Sketching and my Motorcycle.