

CHARLES S. VEIMAN E.

3D Animator / Story Artist

EDUCATION

Savannah College of Art and Design

2016 - 2021

Master of Fine arts in the study of Animation.

- Studies in 3D animation and general pipeline, which included, among other subjects, 3D animation, storyboarding, visual design.

University of Costa Rica

1998 – 2006

Licentiate in the study of Fine Arts

- Studies in various areas of the field of arts with principal focus on painting and illustration.

MENTORSHIP

Netflix Animation - mentorship program-

2021–2022

- Mentorship for the improvement of story development and storyboarding skills.

CONTACT

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HOBBIES

Video Games -Exercising -Studying new skills and subjects - Dungeons and Dragons, Art and Animation - Reading (Favorite Author – Terry Pratchett)

WORK EXPERIENCE

Fisher Price

-Junior - 3D Generalist / Story Artist 2022 – 2023

-Tools-

– Maya, Photoshop, ClipStudio, Storyboarder, AfterEffects, Premiere Pro

-Job Functions-

- Elaborate 3D animation content for YouTube
- Story development and storyboarding

-Accomplishments-

- Used Maya to create upbeat and fun animations.
- My understanding of body mechanics composition and timing permitted me to give animations dynamic fluidity.
- I enhanced storytelling through secondary actions, that brought new depth and personality to the characters.
- I made myself an asset by volunteering in other areas of production, such as compositing using After Effects.
- Used Photoshop, ClipStudio, Storyboarder, and knowledge in visual storytelling, to illustrate storyboards and story concepts for production.
- Storyboarded shots that promoted new visual possibilities using camera work and composition.
- My understanding of story structure and pacing, along with experience in improv and understanding of timing, provided unexpected actions that improved the comedic value.
- I maintained a strong dedication to teamwork, by supporting my teammates and their contributions, as well as providing my own.

COLLABORATION

-Thesis film “DeBug” – production generalist- 2018 - 2021

- Created unique visuals through experimentation with new digital tools and methodologies and historical artistic aesthetics.
- Used dynamic camera work and trick perspective to enhance story elements.

SOFTWARE

-Maya - Photoshop Premiere pro - Clip Studio - Storyboard Pro – Blender - Adobe Illustrator - Adobe Animate - Motion Builder - After Effects Substance Painter - Toon Boom Harmony

KEY SKILLS

3D animation - Digital/traditional Painting and illustration – Story Development – Storyboarding - Concept art – Compositing – Communication – Mediation - Teamwork