

# CHARLES S. VEIMAN E.

3D Animator / Story Artist

## EDUCATION

### Savannah College of Arts 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.

## CONTACT

PHONE:

651-703-2936

WEBSITE:

[www.veimanarts.com](http://www.veimanarts.com)

EMAIL:

[veimanarts@gmail.com](mailto:veimanarts@gmail.com)

## HOBBIES

Video Games

(Current main game - Guild Wars 2)

Exercising

Studying new skills and subjects

Dungeons and Dragons

(Darnan Elom - Elf fighter)

Art and Animation

Reading

(Favorite Author – Terry Pratchett)

## WORK EXPERIENCE

### Fisher Price

Junior - 3D Generalist / Story Artist

2022 – present

- Generated high quality 3d animations using technical understanding of the available tools with profound knowhow of body mechanics and an analysis of possible behavioral patterns.

- I made myself an asset to the team, by taking role in any part of the production pipeline, where they required assistance.

-My understanding of visual storytelling, provided original and creative ideas that were utilized to improve the quality of production.

-Through my experiences in improv I was able to maintain a strong dedication to teamwork, by supporting my teammates and their contributions, and providing my own.

### Netflix Animation - mentorship program-

2021–2022

- Utilized my knowledge of composition and story structure to create fluid visual narratives

- I was not afraid to explore camerawork and elaborated shots that promoted new visual possibilities.

- My illustrations were able to follow the designs with clear visuals, and further explore the characters emotional range.

## COLLABORATION

### -Thesis film “DeBug” – production generalist-

2018 - 2021

- Experimented with creative story development methods, which generated a fun fluid narrative.

- My understanding and constant study of fine arts allowed me to push for a unique visual that made it stand out on its own.

## 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