

Dieter Wagner

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OBJECTIVE

To become part of an animation team and be surrounded by talented artists, where I can continue to learn and improve my animation skills.

WORK EXPERIENCE

Freelance Animator, 9/2006 ~ current

Glasgow Animation (www.glasgowanimation.com) remote Animator, 6/2010 ~ 9/2010
-lipsync cleanup, character animator for Sir Billi

Grid-Vfx (www.grid-vfx.com) remote Animator, 12/2008 ~ 2/2009
-character animator for French TV series International Hareport

Digital Tap Inc. (www.digitaltap.tv) in-house Animator, 7/2008 ~ 12/2008
-character animator on pilot episode of ZapSquad (www.zapsquad.com)

Walsh Family Media (www.walshfamilymedia.com) remote Animator, 1/2008 ~ 3/2008
-character animator on a short film

Eggington Productions (www.eggington.net) remote Animator, 6/2007 ~ 12/2007
-character animator on Andy's Airplanes (www.andysairplanes.com)

Black Sheep Skate Shop, co-Owner, 10/2003 ~ 3/2007
-Sales, Buying, & Accounting

SKILLS

Maya 6.5, 7, 8.5, 2008
Pmg Messiah:Studio

EDUCATION

AnimationMentor.com

Diploma in Advanced Character Animation Studies
September 2006

Mentored by:

Class 1: Mark Behm	@ Dreamworks
Class 2: Doug Dooley	@ Pixar
Class 3: Pete Nash	@ Sony PictureImageworks
Class 4: Gavin Moran	@ PDI/Dreamworks
Class 5: Matthew Russell	@ DNA
Class 6: Matthew Russell	@ Valve