

Caleb Rankin

3D Animator

www.crankin-animation.com
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971-678-3201

Experience

ICON Creative Studio - *Intermediate Animator*

March 2021- Present

- Transition storyboards into final animation, including layout, camera setup, previs sequences, key frames, animation tests and polished animation
- Balance speed with quality under strict televised animation deadlines and turnarounds, meeting every schedule and high expectation
- Maintain communication with team and supervisors while operating entirely remote

Deep Sky – *Animator*

October 2019 - November 2019

October 2018 - November 2018

October 2017

- Collaborated closely alongside team members in other departments
- Acted as the primary animator and was responsible for maintaining personal efficiency and focus

Hinge – *Jr. Animator/Animator*

May 2017 - October 2017

July 2016 - September 2016

- Handled a diverse set of characters including: aliens, robots and different types of humanoid characters with distinct personalities
- Worked under the supervision of the Lead Animator and Animation Director, responding to feedback in a timely and positive manner
- Adhered to strict pipeline layouts and file structures
- Utilized motion capture in conjunction with key frame animation to expedite animation production

INCIGHT – *Animator*

February 2019

October - November 2018

- Animated moving images and icons using After Effects for online educational development videos

Fiverr – *Freelance 2D and 3D Animator*

January – February 2020

- Picked up new software and techniques while on the job in order to meet client's custom requests
- Communicated with clients from around the globe and in different time zones while maintaining the utmost level of professionalism

Skills

- Computer Animation
- AE Animation
- Traditional Animation
- Illustration
- Concept Art

Tools

- Maya
- After Effects
- Photoshop
- Illustrator
- Shotgrid
- Key Frame Pro
- Mental Ray
- VLC

Education

The Art Institute of Portland

BFA, Animation (2012–2016)

Projects

Curiosity

AEPDX Short Compilation, Animator

February – April 2018

(A Design Week 2018 Project)

Sweet Dreams

Student Short Film, Animator

Spring 2015

Terra Tater

Global Game Jam 2019

Art Director/Animator

Caleb Rankin

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