

BOB RUTAN

ANIMATOR

CONTACT

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- New York

EDUCATION

B.F.A in Film and Animation
RIT, Rochester Institute of Technology
Rochester, NY
2001 - 2005

EXPERTISE

Autodesk Maya
Adobe Animate CC
Toon Boom Harmony
Adobe Photoshop CC
Adobe After Effects CC
Final Cut Pro

SKILLS

3D Character Animation
2D Character Animation
2D Effects Animation
Animation Production Management
Animation Supervision and Direction
Storyboards and Animatics

WORK EXPERIENCE

Jam City, San Francisco, CA

Lead Animator | 2016 - Present

- Animate cinematic and real-time rendered sequences on **Harry Potter: Hogwarts Mystery**, with a strong focus on storytelling, integrating character, complex creature, and dynamic effects animation into proprietary game engine.
- Animated cinematic and real-time rendered sequences in **Vineyard Valley** with emphasis on storytelling, blending character performance and effects animation into a Unity game engine.
- Led a team of 12 onsite animators and coordinated with external animation services on **Futurama: Worlds of Tomorrow** to ensure the project aligned with the IP holder's brand expectations.
- Worked closely with Producers and Engineers and supervised Animation Team on **Family Guy: The Quest For Stuff** to meet project deadlines, enhance workflow efficiencies, and troubleshoot issues.

Senior Animator | 2013 - 2016

- Created storyboards and animatics for previsualization, ensuring animation aligned with vision of Game Designers and Producers on **Marvel: Avengers Academy** and unreleased Disney mobile game.

Animator | 2012 - 2013

- Developed initial animation assets during the early production phase to establish the project's visual style and set the standard for animation quality on **Spellstorm**, **Tiny Castle** and **Tiny Zoo**.

Flock of Pixels, Phoenix, AZ

Animation Director & Designer / Animator | 2012

- Created all storyboards, character designs, backgrounds and props on **Lead MD** (Two Regional Emmy Awards for Best Animation and Best Commercial).
- Animated all content while taking direction as a remote contractor to execute client's vision.

Wildbrain, Los Angeles, CA

Animation Supervisor | 2011 - 2012

- Revised storyboards with Director and determined prop and background needs on Mattel's **Monster High** web series and Nickelodeon Halloween television special.

Animator | 2009 - 2010

- Reviewed all character designs, props and backgrounds before delivering to Animation Director on HBO's **The Ricky Gervais Show** series.

Stone & Company, Los Angeles, CA

Animation Supervisor | 2008 - 2012

- Hired and led team of 30+ storyboard artists and animators to create narrative and interactive shorts on Daytime Emmy-nominated cable television show **Family BrainSurge** for 3 seasons while ensuring quality standards and production deadlines were met.