



## **Kishore Vijay**

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# **Resume**

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## **Objective**

To find work bringing characters to life.

## **Experience**

- Oct 2011 - present      Senior Animator (Cinematics) at Blizzard Entertainment (Irvine CA). Working on in-game cinematics for "Starcraft 2- Heart of the swarm"
- May 2011 - Oct 2011      Senior Animator at Deepblue Entertainment. Contract Animation work.
- Nov 2008 - May 2011      Animator at Sony Pictures Imageworks (Albuquerque, NM)  
- Green Lantern (2011) (Also worked on Layout and Previz)  
- Zookeeper (2010)  
- Cats and Dogs : The Revenge of Kitty Galore (2010)  
- G-force (2009)
- Jan 2005 - Nov 2008      Faculty, Media Arts and Animation at The Art Institute of Washington (Rosslyn, VA)
- Sep 2004 - Nov 2004      CG Artist/Animator at Shadedbox Animation, (Pasadena, CA)
- Jun 2004 - Aug 2004      Intern at Vinton Studios (now Laika)- Portland, OR. Worked on Storyboards, Character Designs, CG Art and Animation.
- Aug 2002 - May 2004      Technical Assistant – Computer Labs. At the Savannah College of Art and Design.
- Aug 2001 - Jun 2002      Architect, Anandashrami Architects, Cochin - India
- Mar 2001 –Jul 20 01      Architect, Mayphil Architects, Cochin - India
- Dec 2000 - Feb 2001      CG Artist for Architectural Presentation, Iyer and Mahesh Architects, Tvm - India

## Education

2009 June	Animation Training with Keith Lango
2008 March	Diploma in advanced studies in Character Animation at ANIMATIONMENTOR.COM
2004	MFA in Computer Art, Savannah College of Art and Design (SCAD). Savannah, GA
2000	B.Arch, College of Engineering. Trivandrum, India

## Skills

Character Animation	Art Direction
Team Leadership	Storyboarding, Conceptualization
Layout and Previsualization,	Client Relations
Presentation	Proficient in Mac/PC Graphics Platforms
Modeling, Texturing, Lighting	(MAYA, 3DS Max and the Adobe Suite etc)

## Honors

Nov 2010	Sony Pictures Entertainment- Applause award for "outstanding performance and lasting contribution, Demonstrating exceptional initiative and teamwork."
2008	Creator of Shortfilm "Last Supper" screened at various film festivals.
2008	Mentors choice award for the highest achievement in Character Animation awarded by Animationmentor.
2004	Instructor for student team Animated Project for US Fish and Wildlife. "The Teddy project". Award winner at Visually Wired Film Festival – Rosslyn, VA
2003	Work Published in textbooks – "Exploring 3D modeling with MAYA 7" and "Exploring 3D Animation with MAYA 7" written by Patricia Beckmann-Wells with Scott Wells and Phil young.
2003	Graduate Fellowship for Academic achievement and Excellence in Art and Design awarded by the Savannah College of Art and Design.
2001	Winning CG presentation for national Architectural competition bidding for

the design of the Largest IT park in South india at the time. (KINFRA)  
Cochin, India.

- 2001      Winning CG presentation bidding for the design of the Kerala Institute of  
Travel and Tourism Headquarters. Trivandrum, India.
- 2000      Creative Director, Zonal convention of Student Architects – South India
- 1998      All India Design competition winner- Design of a Moon Base. Competition  
conducted by the National Association of Students of Architecture.
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