

EMILY SPRINGER

character animator

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WORK EXPERIENCE

DreamWorks Animation — *Character Animator*

MARCH 2019 - PRESENT

- Animate fully keyframe hero shots ranging from action to subtle performance
- Assist the studio in testing and troubleshooting new tools and software, including critical feedback for new pipeline
- Help facilitate department transition to new operating system, helping ensure our tools continue to perform properly without disruption to production workflows
- Assist with training new hire animators and animation TAs, and occasionally aid in educating dept on new tools

Films: Trolls World Tour, The Boss Baby 2, Trolls Holiday in Harmony, The Bad Guys (April 2022), Puss in Boots: The Last Wish (In Production)

DreamWorks Animation — *Animation Technical Assistant*

FEB 2014 - MAR 2017 / JAN 2018 - MAR 2019

- Animate production shots as needed and as schedule allows
- Create animation tests and poses to explore character development and further ensure character rigs perform correctly for ideal shapes and poses
- Provide critical and detailed rig feedback to rigging for both technical and aesthetic improvements based on animation and story needs
- Set up initial pass of animation pose libraries
- Create character selection patches for rigging installation
- Assist animators as needed on software troubleshooting, shot creation & modification, audio installation
- Act as liaison between Rigging and Animation departments, occasionally Modeling as well
- Manage back-end text file that determines how controls are organized in animation software (Premo)
- Design anim department internal web pages & create HTML pages necessary for content to be viewable within Premo
- Successfully manage tasks working on up to four movies at once

Films: Trolls World Tour, How to Train your Dragon: The Hidden World, The Boss Baby, Trolls, The Croods 2 (unreleased version), Larrikins (unreleased), Monkeys of Mumbai (unreleased)

House of Moves — *Animator, Retargeting*

NOV 2013 - DEC 2013

- Worked as part of body retarget team to improve quality of motion capture data for upcoming video game
- Utilized Motion Builder, becoming an effective and efficient part of the team

SOFTWARE & SKILLS

- Maya
- Premo (DWA)
- Linux
- AfterEffects
- Photoshop
- Illustrator
- Premiere
- Basic HTML & CSS

VOLUNTEERING

Volunteer Student Mentor

2019-Present

Primarily work with a different student each summer between their Junior and Senior year

Assess current work, and decide on an animation exercise that will help the student focus on a key area of growth

Assign milestone deadlines and conduct one-on-one reviews for blocking, first-pass spline, and final animation

EDUCATION

Ringling College of Art + Design
BFA, Computer Animation - 2013

Gobelins L'École De L'image
Summer Character Animation
Course - July 2011