

Charles “Chip” Carle

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www.ccarle3d.com

Objective:

Continue to grow my talents and career at a game or film studio as an Animator.

Employment History:

Cinematic Animator **Sony (SCEA)** 06/2011 – 11/2011

Animator **Pendulum Studios** 12/2009 – 05/2011

Experience:

Uncharted 3 – Drake's Deception 06/2011 – 09/2011

Cinematic Character, Keyframe Facial/Lip-sync
Body motion capture editing

Captain America: Super Soldier – Trailer 03/2011 – 05/2011

Character, Vehicle, Facial / Lip-sync

Thor: God of Thunder – Trailer 01/2011 – 03/2011

Character, Non-traditional, Facial / Lip-sync
Hair Simulation

Red Faction: Armageddon 08/2010 – 03/2011

Character, Vehicle, Non-traditional, Facial / Lip-sync
Ragdoll Dynamics, Cloth Simulation, Shot Direction

Tron: Evolution 02/2010 – 08/2010

Game-play Cycles, Character, Facial / Lip-sync
Camera Animation and Editing

Iron Man 2: The Video Game – Prologue Trailer 01/2010 – 02/2010

Cinematic Keyframe Character Animation

Software: **Fluent:**

Maya, Motionbuilder

Knowledgeable:

3DS Max, Recap, After Effects

Education:

Full Sail University 09/2006 – 10/2008

Winter Park, FL

Bachelor of Science Degree in Computer Animation

Calvert Vocational Center 08/2004 – 06/2006

Prince Frederick, MD

Graphic Arts

Member of the National Technical Honor Society

References:

Mike McCormick

Director & Co-Founder Pendulum Studios #(619) 725-0750

James Jones Jr.

Senior Animator Sony (SCEA) #(410) 936-9116