



# CHARLES HAMWEY

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## CONTACT

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 Los Angeles, CA

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## EDUCATION

BACHELOR OF ART  
Art/Animation  
Cal State University Northridge  
2005 – 2009

Animation Mentor  
Character Animation  
Graduated 2011

## SKILLS

Photoshop  
Illustrator  
Adobe Flash/ Animate  
After Effects  
Premier  
Unity  
C#  
Autodesk Maya  
3D Studio Max  
ZBrush  
3D Coat  
KeyShot  
Toon Boom  
Cocos 2Dx  
Sketch

## SENIOR ARTIST

Nexon M/ 2/20/2015 - 11/11/2016

Hired on to help with 2D Animation for Slot Machine Symbols for the Mobile Social Casino game Casino Frenzy. Coordinated with the development team at our partner studio in Korea on changes to artwork and the implementation of artwork into the Cocos 2D-X Engine. Introduced new effects and animation techniques, including the use of 3D Animation. Quickly became involved in the marketing side, including trailers, UA, and Static Ads.

- Helped in the Production of 20 Slot Machine Games which involved Animation, Design, Painting, and coming up with themes.
- Worked on UI UX artwork using Sketch, and improvements and helped with in game promotional artwork.
- Utilized 3D Animation Skills to create engaging Video and Static Creative for UA Ads, that helped drive higher CTR.

## LEAD 3D ARTIST/ Maya Technical Artist

Jet Morgan Games/ 3/05/2014 - 2/20/ 2016, 9/01/2016-10/23/2016

Responsible for the creation of 3D Character Animation and props using existing Skylanders Game Assets and the creation of new assets including Animations, texture painting, and models.

- Manage Assets in both 3DS Max and Maya.
- Helped launch 8 Skylanders mini games for Web and Mobile.
- Worked closely with the Art Director to match the Skylanders Art Style and Animation style.

## 2D ARTIST

Producto Studios/ 11/2/2014 - 11/20/2014

Hired as a 2D Artist for to help create Flash Model Sheets. Involved ink, paint, posing, and Character Design

## 3D DESIGNER

Haley Media Group/ 11/2/2014 - 11/20/2014

Responsible for the mockup and rendering of a event space for the 2014 BET Awards. Worked with the Art Director on the event to design the 3D Space. Involved the use of Google Sketchup, 3ds Max, and Photoshop for the final presentation.

## 2D DESIGNER/ ANIMATOR

Cengage Learning:/ 3/25/2015-current

Contracted out to create a new series of video animations centered around grammar language lessons.

- Art Directed and Animated 2 hour of educational language videos.
- Working with Typography and 2D Character animation to demonstrate french grammar lessons to the viewer.

## 3D ANIMATOR/ UNITY TECHNICAL ARTIST

Jackabee/ 8/5/2013 - 6/5/2014

Startup focused on the creation of a 3D avatar fashion app. Let users create 3D Avatars of themselves and try on outfits of popular clothing brands.

- Implemented animations into the Unity Engine using Mechanim
- Optimized animations to decrease file size and memory issues for mobile.

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### ANIMATOR

Rip Media Group/ 8/5/2013 - 6/5/2014

Character Design, Illustration, Motion graphics, and Character Animation for Explainer Videos.

### 2D ANIMATOR

The Hub Network/ August 2013

Brought in to help with on Air Production. Created 2D Animation for My Little Web Shorts.

Created Motion Graphic video creatives for on air promotions.

- Worked with the producers on the project, and Art Director to make sure it fit within the Brand guidelines for My Little Pony.
- Created Static and Video Promotional artwork for On Air Events and Community events centered around Hub's On Air Content.

### 2D ANIMATOR

Daneboe Productions/ 9/2/2012 - 1/10/2013

Designed and Animated a 2D Pilot for a new youtube series IP.

### 2D ARTIST & ANIMATOR

Knoll and Void/ 10/02/2012 - 11/30/2012

Brought in to Art Direct, Design, and Animate 2D Animated Video Segments for Chris Browns Carpe Diem World Tour. Worked with the Tours main Art Director to make sure the overall vision was being accomplished, and to help address any notes the performers might of had.

- Used a Combination of Maya, Flash, and Toonboom to create animations based on the Tour's Style Boards.
- Supervised the work of interns who were helping with the 2d animation portion of the visuals.

### 3D ANIMATOR

Obsolete Robot/ October 2012

3D Animator for a commercial Spot

### FLASH ANIMATOR

Portal A 9/07/2012 - 9/25/2012

Hired as a 2D Animator to help create a 2 minute Advertisement for a California Proposition in a upcoming election.

- Was involved in taking existing character designs, and re designing them to fit a style scribble for flash animation.
- Worked with the Art Director and Producer to come up with a visual style that communicated the message the client wanted.
- Flash Animated Multiple characters including lip-sync for 2 minutes of animation.

### 2D ARTIST

Trazy Entertainment/ 3/2012- 5/2012

Brought in to help create 6 animated 2d shorts for their company.

- Designed everything from Character Design to backgrounds.
- Animated multiple scenes involving characters and effects in Adobe Flash.