Corleon Richardson

(847) 212-2461 | CorleonRichardson@gmail.com | Montebello, CA |
https://www.linkedin.com/in/corleon-richardson-0580a061/ | Demo Reel: https://corleonrichardson.com/demo-reel

PROFILE SUMMARY

Experienced Pre Visualization and Post Visualization Animation Artist with a solid background, including hands-on experience with Marvel projects. Proficient in industry-standard software and techniques, specializing in character-driven animation, story development, and high-quality production. Skilled in various animation styles and software platforms, ready to elevate visual storytelling in the industry.

SKILLS

ARTIST SKILLS	3D Animation	3D Visualization	Shot Flows	Character Animation	Camera Animation	Previs	Postvis	Layout|	Staging Shots	Motion Capture	Modeling Environments and Assets	Texturing	Lighting	UV Mapping	Editing| Rigging	Drawing	Color Theory	Storytelling
TECHNICAL SKILLS	Maya	Faceware	3DS Max	AutoCAD	PF Track	Adobe After Effects	Adobe Photoshop	Adobe Premiere		Adobe Flash	Adobe Illustrator	Shotgun	Shotgrid	Mudbox	Unity	Zbrush	Quixel	CrazyBump	Microsoft Office
PROFESSIONAL SKILLS	Communication	Teamwork	Time Management	Problem Solving	Decision Making	Negotiation	Personal Development	Conflict Resolution	Self-Motivation	Adaptable	Leadership	

WORK EXPERIENCE

PREVIS AND POSTVIS ANIMATOR   The Third Floor Inc. | Los Angeles, CA | 2019 - 2023

- Animated lifelike characters endowed with a rich spectrum of emotions and fluid movement in Maya.
- Mastered the intricacies of Faceware for motion capture, seamlessly integrating this advanced technique to elevate facial animation to unprecedented levels of realism and precision.
- Implemented precise and artful placement of props and characters within the camera frame, showcasing a tasteful eye for composition and visual storytelling.
- Conducted intricate technical visualization work to vividly illustrate to clients the precisely planned layout of scenes, ensuring a clear and compelling presentation
- Trained and mentored emerging artists within the team, facilitating their seamless integration into the pipeline and mastery of essential software tools, contributing to their growth and the overall success of the team.
- Contributed to an impressive portfolio of 9 released titles, including seven from the Marvel universe and two from Disney, with additional exciting projects still in the pipeline.
- Conceptualized compelling 3D animations, visual effects and motion graphics for logos, symbols, backgrounds and special features.

PREVIS ANIMATOR   Day For Nite | Los Angeles, CA | 2020 - 2021

- Created dynamic camera angles and action sequences to propel the intensity and emotions of scenes.
- Utilized After Effects and PF Track to seamlessly integrate live action actors into computer-generated backgrounds and alongside virtual characters, achieving a remarkable blend of reality and fantasy.
- Successfully contributed to the production of three released titles, with two more exciting projects on the horizon, poised to add to the growing list of achievements.
- Combined technical and artistic abilities to accomplish challenging animation objectives.
- Learned crowd visualization techniques to fill in stans of stadiums that were scanned using lidar.
- Edited created sequences in sets to ensure the timing of surrounding shots flowed seamlessly together to tell the story.

ENVIRONMENT ARTIST   PLAY MECHANIX | Glen Ellyn, IL | 2013 - 2017
- Excelled in the field of 3D modeling, consistently producing well-crafted environments, props, and assets to scale, while ensuring optimal performance.
- Demonstrated a profound understanding of texturing techniques, adeptly applying diffuse, normal, and specular textures, and exhibiting a deep knowledge of material properties.
- Utilized lighting to evoke immersive moods within diverse environments, enhancing the visual impact of each project.
- Brought life into characters and delivered compelling, believable performances through animation expertise.
- Contributed to the successful completion of nine titles, showcasing a track record of consistent accomplishment.

ACHIEVEMENTS

- Accomplished animator for Disney and Marvel shows and movies.
- Secured a coveted position with Play Mechanix post-internship.
- Distinguished referee at the Big Buck HD Championships for three consecutive years.
- Triumphed in a regional Architectural Engineering contest.
- Recognized as an Artimation Finalist, demonstrating exceptional artistic talent.
- Emerged victorious in a content creation challenge hosted by Sucker Punch Studios.
- Solely responsible for creating entire game environments, receiving personal selection.
- Collaborated with a supervisor to streamline workflow and boost productivity.
- Set a company record by orchestrating the scheduling of 59 appointments at an event.
- First choice of supervisor to lead a newly established company region.
- Attained the prestigious President's List at Vector Marketing for outstanding sales.
  Elevated to Key Staff meetings through inclusion in the Rising Star list for exceptional performance.

COMPLETED FILMS AND SHOWS

Loki | Black Widow | Jungle Cruise | Shang-Chi and the Legend of the Ten Rings | Eternals | King Richard | Don't Look Up | She-Hulk: Attorney at Law | Antman and The Wasp: Quantumania | Peter Pan and Wendy | The Marvels | Madame Web

COMPLETED VIDEO GAMES RELEASED

Aliens: Armageddon | Big Buck Hunter HD | Moto GP | Ghost Busters | The Walking Dead | Kung Fu Panda | Halo: Fireteam Raven | Duck Dynasty | In Case of Zombies

EDUCATION

BACHELOR OF ARTS, MEDIA ARTS AND ANIMATION | The Illinois Institute of Art-Schaumburg, Schaumburg, IL   2009 - 2012
The Media Arts and Animation program has equipped me with a comprehensive skill set encompassing animation, modeling, texturing, lighting, color theory, and proficiency in industry-standard software tools such as Adobe Photoshop and 3DS Max.

PROFESSIONAL DEVELOPMENT

Advanced Cinematography Workshop   2021
The Third Floor Inc. Online

iAnimate   2018
Previs course, Online