Paul Gerla

695 E 420 N Provo, UT, 84606

Paul@Gerla.us – (218) 280-4053

Demo Reel: http://www.vimeo.com/20999363

Work Experience

Pixar Animation Studio   **2011**   **Pixar Undergraduate Program Intern**
- Learned the various aspects of the production pipeline at Pixar.
- Learned the duties of a TD within the studio.
- Focused especially on character rigging, completed two week character model and rig project.

WayForward Technologies   **2009 – 2011**   **Animator**
Batman – The Brave and the Bold for DS
Thor – The Video Game for DS
- Worked with very tight scheduling deadlines while also attending school full-time.
- Used unusual workflows to creatively solve difficult problems.

Evious Entertainment   **2009**   **Advertising Artist**
Memoraze project
- Created Flash and 3D animations for advertisement.
- Learned how to use Flash and ActionScript to finish the project.

Private project   **2005 – 2006**   **Artist**
Legends of Kesmai (remake)
- Matched the style of the original art, as well as revamped many of the old sprites.
- Balanced work on this project as well as the one below.

Eldwood   **2005 – 2006**   **Artist/Animator**
Feyna's Quest II
- Animated many completed sprites, added needed animations. Redrew most of the existing tilesets.

Evious Entertainment   **2004 – 2006**   **Art Lead**
Myna
Perseus
- Oversaw the creation of a number of mobile projects with a small group of artists.
- Created animations, tile-sets, splash screens, and website graphics.
- Managed the dynamic SQL databases that controlled the graphical assets.

Evious Entertainment   **2003 – 2004**   **Animator**
Tomoe: Massacre at Shinano
- Animated many different characters, created flexible tilesets for easy level creation.
- Designed a palette-swapping system for dynamic character generation.
- Working around very tight memory, disk-space, and color restrictions on the target mobile platform.

Education

Brigham Young University.   **2010-Present**   **Animation Major**

    Graduation: December 2013
    Cumulative GPA: 3.84/4.00

University of Minnesota, Crookston   **2004-2005**   **Various art classes**

Skills

- Over ten years of self-guided education in digital 2D and 3D art and animation.
- Six years of work experience as a freelance pixel animator and general graphic designer.
- Extensive experience working with programmers and the difficulties involved in game design.
- Experienced with Adobe Photoshop, Flash, Premier, After Effects, Autodesk Maya, Mudbox, Pixologic ZBrush, Blender, Cosmigo ProMotion, Human Balance GraphicsGale.
- Can code simple programs in Javascript, MEL, and Python.
- Very fast at learning and adapting to new software.
- Excellent creative problem solving abilities.

Volunteer Work

- Served a full-time mission for the LDS Church in Toronto, Canada from 2007 to 2009.

References

Available on request.