

# Alex M. Lehmann - 3D Character Animator

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**SUMMARY** 3D Computer Character Animator with national and international experience in feature film, short film, commercial, and game animation seeks 3D character animation position.

**EXPERIENCE** **RIOT Games, Culver City, CA** August 2009 - current  
**Senior 3D Animator, PC MMO-game: *League of Legends***

- Supervised in-house and outsourced animations for 50+ characters (with over 700 animations total)
- Fixed and polished animations for bipeds, quadrupeds and winged characters
- Improved/Redeveloped animation pipeline for future character creation/animation
- Wrote guidelines for and educated outsourced animation house
- Programmed toolset in mel for Maya to simplify animation process and enable animators
- Developed animation style, cycles and personality animations for new characters
- Interviewed candidates for hiring process
- Evaluated external animation solutions to enhance game experience

**Pixel Playground, Encino, CA** June. 2009  
**3D Character Animator/Generalist, Feature Film: *Gulliver's Travels***

- Worked as 3D character animator and generalist
- Created multiple objects
- Integrated animation into live action plates
- Rigged, modeled, textured, lit, and rendered shots in 2k

**Sony Imageworks, Culver City, CA** Oct. 2008 - May 2009  
**3D Character Animator, Feature Film: *Cloudy with a Chance of Meatballs***

- Worked as full-time 3D character animator
- Reported directly to multiple character animation leads and the animation director
- Created and shared multiple mel-scripts to automate and streamline animation process
- Shared automated character-tweaks to simplify character clean up
- Pitched feature film and short story ideas to Sony's story department

**Microsoft, Redmond, WA** April 2008 - Oct. 2008  
**Lead 3D Character Animator, Xbox 360 Game: *Kodu***

- Responsible for all character animation for *Kodu* (Release Spring 2009)
- Developed unique personality for 15+ main characters (plus objects)
- Animated 10-30 animations per character
- Modeled and rigged all of the in-game characters while keeping technical restrictions (less than 10 bones and 10,000 polygons per character)
- Enhanced game experience by helping with technical implementation, as well as working closely with a small team of developers

**Walsh Family Media, Brooklyn, NY** February 2008  
**3D Character Animator, Short Film: *The Cool Beans: We Need a Hit***

- Collaborated through the internet and phone on a 15min cartoon-style short film
- Animated 3 characters in a 20 second shot within a 2 week deadline

**Infinite Vision, Munich, Germany** Spring and Fall 2007, 2008  
**3D Character Animator and 3D Generalist, Adidas In-Store Advertising**

- Rigged and animated several sport shoes to highlight different product features
- Developed dynamic camera work that captured the distinct advantages of each product

**Animoto, Munich, Germany** May 2005 - June 2007  
**3D Character Animator and 3D Generalist, Feature Film and Commercial Work**

- Animated several shots under tight deadlines with 3 main characters for the feature film *The Ugly Duckling & Me* by aFilm, Denmark (8-12 seconds per week)
- Animated, modeled, rigged, textured, and rendered on various projects (feature film, commercials, and short films)
- Completed full project assignments (character creation to final tape)
- Worked on commercials for Disney Channel, Danone, Pampers, Kandoo, Nickelodeon, Audi, and VW
- Supervised and trained traditional animators in 3D animation during production
- Collaborated closely with artists, directors, TDs, supervisors, actors, and customers
- Developed and successfully pitched concepts for commercials and short films

**platypus|chicken, Stuttgart, Germany**

May 2001 - May 2005

**Founder and 3D Character Animator, Socially Committed Movies and Computer Animation**

- Founded “platypus|chicken” with a student colleague during university studies
- Worked as executive producer and 3D artist with customers, directors, and film teams
- Created multimedia CD-ROMs, socially committed movies, websites, and a medical computer animation for various German companies located in Stuttgart
- Closed company voluntarily in 2005 to work on more challenging projects

**Spans & Partner, Hamburg, Germany**

Sept. 2002 - Sept. 2003

**Junior TD, Rigging and Modeling, Commercial Work**

- Modeled various elements for Jägermeister commercials
- Rigged several characters and created setup scenes for Pombär, WC Ente, and Henkel
- Created special effect shots including particle effects and global illumination lighting
- Developed the structure and look of the Spans & Partner website and oversaw its implementation

**EDUCATION Diploma of Advanced Studies in Character Animation**

2005-2007, Animation Mentor, [www.animationmentor.com](http://www.animationmentor.com)

“Animation Mentor is an online animation school built by professional animators specifically for character animators. The 18-month program focuses on the art and craft of animation, where each student is mentored by top animators in a production-style learning environment.”

**Diploma of Audi Visual Media Engineering**

2000-2005, University of Applied Sciences, Stuttgart, Germany

Final Thesis: *Animation Theory and the Movement Analysis of Rudolf Laban*

Degree equivalent to a US Bachelor and Master of Arts

NC: 1.4, Equivalent to a 3.85 GPA

**SOFTWARE Excellent Knowledge:** Windows (XP, Vista 64Bit), Linux, Apple Mac, Softimage XSI, Maya, Photoshop, Final Cut Pro, and After Effects CS3

**Working Knowledge:** Motion Capture Vicon 8, AVID, Electric Image and programming languages Mel, C++, and Pascal

**CREDITS Films:**

*Gulliver's Travels (2010)*, Feature Film, Pixel Playground, Character Animator/Generalist  
*Cloudy with a Chance of Meatballs*, Feature Film, Sony Imageworks, Character Animator  
*The Cool Beans: We Need a Hit*, 15 min. Short Film, Walsh Family Media, Character Animator  
*The Ugly Duckling & Me*, Feature Film, aFilm Denmark, Character Animator  
*Biolorators*, 12 min. Student Film, Producer, DVD-release in Germany  
*T. R. I. P.*, 8 min. Student Film, Producer  
*Pushing Buttons*, Student Film, Character Animator/3D Generalist

**Games:**

*League of Legends*, MMORTS (MOBA) PC game, RIOT Games, Sr. Character Animator  
*Kodu, XBOX360/PC* game, Microsoft, Lead Character Animator

**Commercials:** Disney Channel, Volkswagen, Mercedes, Jägermeister, Danone, Pombaer, Henkel, Pampers, BMW, Audi, Adidas, RWE, and other various German companies

**AWARDS &  
HONORS**

**League of Legends, RIOT Games**

Best Strategy Game	–	IGN.com
Best Multiplayer Game	–	IGN.com
PC Game of the Year	–	GameSpy.com
DotA – Style Game of the Year	–	PC Gamer
MMO Game of the Year	–	NeoGAF.com
Strategy Game of the Year	–	GameTrailers.com
Best Strategy Game of E3 2009	–	GameTrailers.com
RTS Game of the Year	–	GamersNexus.net

**HFFA Golden Globe Awards**

Cloudy with a chance of meatballs – Nominee: Best Animated Feature, Sony Pictures Animation

**SV Outreach Program Director SIGGRAPH 2007**

<http://www.siggraph.org/s2007/>

**XSV SIGGRAPH Courses Committee Member 2006**

**Eyes and Ears Award 2005**

[http://www.eeofe.de/en/5\\_news\\_archiv/index.php](http://www.eeofe.de/en/5_news_archiv/index.php)

**Student Volunteer SIGGRAPH 2005**

**Meduc Award (2nd place) 2004**

<http://www.media-akademie.com/akademie/meduc.php>

**Student Volunteer SIGGRAPH 2004**

**Animago Award for Animation - Commercial (Spans&Partner Team) 2003**

3rd place - Jägermeister Kampagne 2002/03 "Silvester" (visual effects and modeling)

<http://www.animago.de/>

**Scholarship at Studienstiftung des deutschen Volkes 2002-2004**

German National Academic Foundation

<http://www.studienstiftung.de/>

**German Animago Award Industrial Animation (Ramjac Images Team) 2000**

2nd place - VW & Bugatti engine animation (modeling)

**REFERENCES Jayson Price, Lead Animator**

Sony Imageworks  
[jaysonp@imageworks.com](mailto:jaysonp@imageworks.com)

**Derek Friesenborg, Lead Animator**

Sony Imageworks  
[derekf@imageworks.com](mailto:derekf@imageworks.com)

**Mk Haley, Director of Digital Design**

Disney-ABC Television Group's Product Design and Development Team  
[Mk.Haley@disney.com](mailto:Mk.Haley@disney.com)

**Matthew MacLauren, Senior Developer and Project Lead**

Microsoft  
[mattmac@microsoft.com](mailto:mattmac@microsoft.com)