

Christopher Ilvento

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OBJECTIVE

To stay challenged and inspired in a creative work environment that will utilize my talent and creativity as a character animator.

WORK EXPERIENCE

Naughty Dog, Santa Monica, CA. Character Animator, Feb. `09 ~ present
In-game cutscenes for "**Uncharted 2**"

Bionic Games, N. Hollywood, CA. Character Animator, May `08 ~ Feb. `09
In-game and Cinematic animator on "**Spyborgs**"

Freelance Animator, Choctaw, OK. February 2008 ~ May 2008
Walsh Family Media

Studio125, Huntsville, Al. Character Animator, June 2007 ~ February 2008
Children's television show "Me and Jessie D"

DAMN FX, Montreal, Qc. Character Animator, February 2007 ~ June 2007
Imax Feature Film: "**Sea Monsters**"

Sonalysts Studios, Waterford, Ct. 3d Artists, Jan. 2003 ~ February 2007
Lead animator on GTech Horse Racing Game
Character animator for children's pilot television show
Character animator for social space games
Animated tactical combat simulations for the Navy
Product animation for Walmart
Lead modeler and texture artists for video game Dangerous Waters

Xvivo, Rocky Hill, Ct. Freelance, 2002 ~ 2003
Character animator on The Super Snoopers directed under **Perry Harovas**

SKILLS

Maya	MEL scripting (general knowledge)
Photoshop	Modelling
After Effects	Traditional art
Character Animation	

EDUCATION

AnimationMentor.com
*Diploma in Advanced
Character Animation Studies*
September 2006

Eastern Connecticut State University
BA Studio Art/Graphic Design
May 2002

Mentored by:

Mark Behm
Valve

Ike Feldman
Pixar

Peter Nash
Sony

Victor Navone
Pixar

Kyle Clark
ReelFx