

Ian Lang
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VICON/ House of Moves - Multiple Projects Sep '08 – present

- Animator

Responsible for work on multiple projects for the studios; Naughty Dog, SCEA, Pandemic, Namco, Valve, Zoic and CBS Digital, among others. Inquire further if you are interested in the individual projects.
Worked with both keyframe and mocap to accomplish the needs for games, videos and commercials

BlueFish FX Metallica's "All Nightmare Long" Nov '08 - Dec '08

- Animator

Animated zombies, worms and their victims, for the acclaimed music video
Built scenes for animators and final layout

Studio 125 - "Me and JessieD" '06 - '08

- Lead Animator

Develop and train animation team
Responsible for getting all animation done for episodes
Responsible for 15 seconds a week.
Organized animation schedule, which was a 20 second a week cycle
Worked closely with script-writing and storyboarding teams to find aesthetic and economical ways to approach shots
With animation team, developed a homologous and entertaining look
Work closely and update Art Director and Director with progress of shots via dailies
Worked with in-house animators, studios (Wet Cement Productions), and individual freelancers
Laid out animations with layout team

BigIdea Inc w/SlimboJones - "VeggieTales" '07

Created animation for two episodes airing on NBC

Indie Animation - "Capes" '06 - '07

Character Animator

SlimboJones - "Awana" '07

Animated characters for DVD

Glueworks Animation '06

"Milo The Mantis Who Wouldn't Pray"

"Buzby's Beach Blanket Bug Bash"

"Hermie and Friends: Patsy Clairmont"

Character Animator

American Animation Studios - "Give Me Liberty" '06

Character Animator using *Motion Builder*

Script and Storyboard Consulting

Foutz Studios - "Bird In A Glass House" '05

Created an all CG bird and implemented him into live action footage

Exodus Entertainment - "Polar Tuna Pitch" '04

Character and Fix Animator

Graphic Artist '03 - '05

Designed ads, programs, and fliers for multiple companies and individuals while at school

Education

The Art Institute of Fort Lauderdale '02-05

B.S. in Computer Animation

Skills

Programs - Maya, FaceRobot, XSI, Motion Builder, Photoshop, After Effects, Illustrator
Painting, sculpting, acting, graphic design, gesture and life drawing

References

Josh Labrot - Layout Artist w/ Dreamworks	805 798 1902
Shawn Clark - Animator w/ Sony Imageworks	704 496 4886
Michael Stieber - Character TD w/ Sony Imageworks	artist@mstieber.com
Michael Thoenes - Art Director w/ Studio125	256 773 8979
Bryan Cohen - Producer/Director w/ Indie Animation	323 719 0900