

# P.J. Leffelman

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## Relevant Experience

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Character Animator, LucasArts, San Francisco, CA 2006-present

- *Untitled Indiana Jones Project* – Animating characters, working on special task force to flesh out game design, and heading presentations to educate all teams on Indiana Jones' character

Character Animator, DNA Productions Inc., Irving, TX, 2005-2006

- *The Ant Bully* – Animated hero characters and background cycles featuring bipeds, quadrupeds and hexapods
- *Jimmy Neutron* – Animated for two Nickelodeon TV specials featuring *My Fairly OddParents*

Lead Intern, Red Eye Motion Capture Studio, Hoffman Estates, IL, 2001-2002

- Trained and assisted teams of new interns
- Captured, tracked, directed and imported/exported production-ready motion capture data
  - *NBA Inside Drive 2002*, *NBA Inside Drive 2003*, *Hunter: The Reckoning*, *NHL 2K3*, *Red Faction 2*

## Skills

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- Maya, 2002-present
  - Proficient with animation, rigging, mel scripting
- 3D Studio Max, 1999-2003
  - Proficient with motion capture through Character Studio
- Adobe Software, 1998-present
  - Proficient with Photoshop, After Effects, Premiere and ImageReady

## Education

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Academy of Art University – San Francisco, Bachelor of Fine Arts, 2001-2004

- Animation and Visual Effects

University of Illinois – Urbana-Champaign, Liberal Arts and Sciences, 1999-2001

## Relevant Achievements

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Selected for Pixar and PDI instructed animation classes at Academy of Art University, 2003-2004

Digital illustration featured on CgTalk.com front page, 2003

Spotlighted on Activision.com's Wolfenstein website, PCGamer (UK) and PCFormat (UK), 2003

Animated short featured at the UIUC Computer Fear Film Festival, 2000

## Relevant Activities

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Member, Special Interest Group for Computer Graphics, 2003-present

Tutorial Instructor, Special Interest Group for Computer Graphics, UIUC, 1999-2001

Executive Member, Association for Computing Machinery, UIUC, 1999-2001

Co-Chair, Special Interest Group for Computer Music, UIUC, 1999-2001