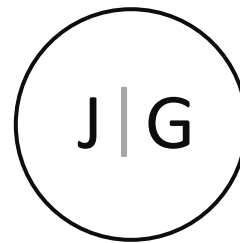


JACK GECKLER



LEAD ANIMATOR

REEL - [HTTP://WWW.JACKGECKLER.COM/REEL](http://www.jackgeckler.com/reel)

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PROGRAMS

Maya

Motion Builder

Houdini

Miarmy

Massive

Max

Nuke

3-D Equalizer

Adobe Creative Suite

Syntheyes

Substance

C++

Python

EXPERTISE

Animation

Previs

Crowds

Layout

Motion Capture

Camera Animation

Postviz

Facial Animation

PROFILE

Lead animator with 20 years of experience working in film, television and gaming. Strong background in animation technology and production with experience in technology solutions, hardware and VFX in the animation space. Character, facial, camera, previs, motion capture and crowds animation. Client friendly with on-set experience assisting directors and production teams in a variety of roles. Title highlights include **Encanto**, **Raya and the Last Dragon**, **Feature Film Short: Us Again**, **Star Wars: The Force Awakes**, **Frozen 2**, **Spies in Disguise**, **Avatar Sequels**, **How to Train Your Dragon 1 & 2**, **Netflix's The Christmas Chronicles**, **Madden 2018** and **Marvels: The Gifted**.

EXPERIENCE

LEAD CROWD ARTIST

Walt Disney Animation Studios / Burbank, CA / APR 19 – Present

- o Partnered with *Creative Legacy* and *Disney Imagineering* on ride attraction for **Zootopia Land: Shanghai Disney Resort** providing crowds and animation in 16k Resolution
- o Background crowd animation and crowd layout for **Frozen 2**, **Raya and the Last Dragon** and the upcoming feature film **Encanto**. Animation tasks include body, facial and prop.
- o Worked closely with Director, Animation Supervisor, VFX supervisor and production team to bid shot-work and scheduling that best fit production's needs for **Feature Film Short: Us Again**
- o Supervise crowds' artists, crowds' tds and worked closely with pipeline tds to ensure that work met or exceed 100% of all scheduling deadlines and exceed all departmental quality of work expectations.
- o Works Closely with department supervisor to expand department's pipeline and workflow for efficiency within team's Houdini/Maya toolset.
- o Lead Communications Representative for Crowds Department for bi-monthly meeting with studio leadership

SENIOR CROWD ANIMATOR

Bluesky Studios / Greenwich, CT / MAY 18 – APR 19

- o Background crowd animation/ crowd layout for feature film **Spies in Disguise**. Animation tasks include body, facial and prop.
- o Worked Closely with department supervisor to expand department's pipeline and workflow for efficiency within team's Houdini/Maya toolset.
- o Helped department supervisor with interview process for potential hires and strategy for department needs.

LEAD ANIMATOR

Zoic Studios / Los Angeles, CA / FEB 18 – MAY 18

- o Tasked with leading a team of animators on an upcoming television pilot as well as animating on episodes of **Legion** season 2 and **The Walking Dead** season 8.
- o Biped animation, creature animation, vehicle animation, camera animation, rigging and layout.

AWARD

INDUCTEE

8th Annual Full Sail Hall of Fame,
2017

ORGANIZATIONS

OTHER RELEVANT

VES – Visual Effect
2008 – Present

EDUCATION

ASSOCIATES OF SCIENCE / COMPUTER

ANIMATION

Full Sail University, Orlando, FL
1999 - 2001

EXPERIENCE (CONTINUED)

SENIOR PREVIS ARTIST / ANIMATOR

The Third Floor / Los Angeles, CA / OCT 17 – DEC 17

- o Tasked with shot creation on **Deadpool 2** and **Netflix's The Christmas Chronicles**.
- o Responsibilities included biped animation, creature animation, vehicle animation, camera animation and layout.
- o Worked closely with supervisors and production team to realize and translate shots directly from scripts and story boards. Also involved with mentoring jr. artists.

PREVIS ARTIST / ANIMATOR

Lightstorm Entertainment / Manhattan Beach, CA / JUN 17 – OCT 17

- o Responsible for animating creatures, bipeds, vehicles and misc. objects for previs sequences and stage capture sessions for upcoming films. **Avatar Sequels**.
- o Animation tasks included character/creature animation, camera animation, working from motion capture data as well as straight key frame animation. Additional tasks included creating small crowds, flocks and FX animation using particles within their proprietary software.
- o Completed various layout tasks as well as animation support on stage for stage operators, art directors, cg supervisors, VFX supervisor and director.
- o Worked closely with department leads, VFX supervisor and director to define look for various sequences throughout the project.
- o Mentored jr. artists on the pipeline and other animation tasks.

SENIOR ANIMATOR

Luma Pictures / Santa Monica, CA / MAY 17 – JUN 17

- o Animation tasks included character, facial and camera animation working from mocap, straight key frame and any additional tasks that came through the pipeline.
- o Responsible for animating and mentoring of a small team in the Los Angeles office on upcoming feature films **A Wrinkle in Time** and **Thor: Ragnarok**.

LEAD ANIMATOR

CosaVFX / North Hollywood, CA / MAR 17 – MAY 17

- o Animated and supervised small team of animators for **Marvels: The Gifted** pilot episode.
- o Worked closely with studio VFX Supervisor, Producers and client-side Producers and Director to maintain show consistency and define look of characters on screen.

LEAD ANIMATOR/CROWD SUPERVISOR

Digital Domain 3.0 / Playa Vista, CA / JUN 16 – MAY 17

- o Responsible for creating a crowds' department from scratch for the feature film **(Power Rangers)**.
- o Recruited and hired cycle animators, crowds' artists and crowds' tds.
- o Created and implemented a crowds' pipeline what worked within the inner department standards as well as creating a streamlined work flow to accommodate quick turnaround on shots.
- o Supervised cycle animators, crowds' artists, crowds' tds and worked closely with pipeline tds to ensure that work met or exceed 100% of all scheduling deadlines and exceed all departmental quality of work expectations.
- o Animated various NBA players for 2017's All-Star Weekend tech demo summit using key frame and mocap animation.
- o Animated various human characters & vehicles for upcoming feature **Ready Player One**

EXPERIENCE (CONTINUED)

LEAD FACIAL ANIMATOR/SENIOR ANIMATOR

Electronic Arts / Orlando, FL / FEB 16 – JUN 16

- o Tasked with helping to implement a FACS based facial rig system for unannounced EA titles.
- o Tested animation rigs and worked with pipeline td's to implement changes.
- o Responsible for supervision and communication with Asian vendors for various unannounced projects.
- o Helped with strategy and implementation of a cinematic pipeline for upcoming projects.

SENIOR ANIMATOR/CROWD SUPERVISOR

Pixomondo / Santa Monica, CA / JUL 15 – FEB 16

- o Animated characters and cameras for upcoming film-based ride for a Chinese theme park.
- o Responsible for prevising out sequences as needed & assisting jr. animators.
- o Supervised crowds sequences and animation using Miarmy.

PREVIS/POSTVIS ARTIST

Halon Entertainment / Santa Monica, CA / APR 15 – JUL 15

- o Assisted the show's supervisor with managing team in tasks including shop supervision and motion capture direction.
- o Animated characters, vehicles and cameras for feature films (**Valerian and the City of a Thousand Planets** and **Alice Through the Looking Glass**).
- o Modelled, textured and rigged assets as needed.
- o Cleaned-up motion capture and additional animation shots and sequences in Motion Builder as well as compositing in After Effects.

SENIOR ANIMATOR

Industrial Light & Magic / San Francisco, CA / FEB 15 – APR 15

- o Animated characters, vehicles and cameras for feature film (**Star Wars: The Force Awakens**).
- o Integrated digital doubles using in-house motion capture pipeline as well as any necessary cleanup and additional animation.

SENIOR ANIMATOR/LEAD CROWDS ARTIST

DreamWorks Animation / Glendale, CA / MAY 09 – JAN 15

- o Crowds shot artist and motion capture actor on feature film (**Home**).
- o Produced small crowds solutions using Motion Builder on feature film (**Penguins of Madagascar**).
- o Sequence lead for feature film (**How To Train Your Dragon 2**).
- o Set up stadium crowds and look to be shared with other artists on sequence.
- o Directed, acted in and animated one of DreamWorks' first all-motion capture shots.
- o Responsible for additional sequences involving flying dragons and battlefield chaos.
- o Special case (difficult) shots that required additional animation, and stadium crowds for feature film (**Turbo**).
- o Managed team of artists, giving notes, feedback and support for feature film (**Rise of the Guardians**).
- o Integral participation in bidding process, including time and cost analysis for shot completion.
- o Tested and established crowd pipeline that includes Massive, Maya and proprietary approaches to shot work. Supervised motion capture shoots.
- o Worked with film director and producers, giving creative/technical input at various production meetings.
- o Collaborated with all film departments to ensure timely resolution of issues, keeping work flow on track.
- o Collaborated with Crowds Supervisor & brain developer to create a working massive pipeline for feature film (**Kung Fu Panda 2**).
- o Artistic Lead for crowds sequences managing a supervisory role during supervisor's significant absence.
- o Handled all crowds shots for television special (**Kung Fu Panda Holiday Special**) in the first use of Massive at DreamWorks.
- o Created crowds for stadium sequences as well as dragons for various sequences in feature film (**How to Train Your Dragon**).
- o Animated various walk cycles for characters to be used in DreamWorks' proprietary crowd system.
- o Integrated multiple software platforms into daily work flow (Massive, Maya, Motion Builder & DreamWorks proprietary software).

CHARACTER ANIMATOR/MASSIVE TECHNICAL DIRECTOR

Digital Domain / Los Angeles, CA / MAY 07 – MAY 09

- o Animated characters, cameras, layout, and misc for feature film (**2012**).
- o Animated characters, cameras, and objects for feature film (**GI Joe**), following shots from previs phase through to final animation.
- o Created crowds, armies and individual placement of characters for feature film (**The Mummy: Tomb of the Dragon Emperor**).
- o Integrated multiple software platforms into daily work flow including Massive, Maya, and Nuke.

EXPERIENCE (CONTINUED)

MASSIVE TECHNICAL DIRECTOR

Rhythm & Hues / Los Angeles, CA / JUL 2007 – NOV 2007

- o Created quadruped crowds for feature film (**Golden Compass**).
- o Manipulated agent brain and hand-placed agents with customized brain logic.
- o Integrated multiple software platforms into daily work flow including Massive, Maya, and R&H proprietary software.

CHARACTER ANIMATOR/VISUAL EFFECTS ANIMATOR/PREVIZ ARTIST/LAYOUT ARTIST

AsylumFX / Santa Monica, CA / AUG 2006 – JUN 2007; DEC 2004 – JUN 2005

- o Animated characters, cameras, and objects for feature films and commercials, following shots from previz phase through to final animation.
- o Created slap comps of animation sequences using Shake for director approval.
- o Produced final camera layout and animation for selected shots.
- o Feature Titles included: **Pirates of the Caribbean: At World's End** (2007), **National Treasure: Book of Secrets** (2007), **Apocalypse** (2006), **Déjà Vu** (2006), **Sky High** (2005) and **Charlie and the Chocolate Factory** (2005) as well several commercials including **Propel Fitness Water** "Stress Monster" and "Uphill", **Tylenol Go Tabs**, **Dodge Nitro**, **Lexus**, **Marlboro**, **Corona**, **Chevy** "Claim Your Chevy" and several **Nintendo GameCube** and **DS spots**.

FREELANCE CHARACTER TECHNICAL DIRECTOR

Rainmaker Studios / Vancouver, BC / JUL 06 – AUG 06

- o Consulted on various rig and skinning issues for **Night at the Museum** (2006).
- o Performed skinning of Sphynx character for the film.

TECHNICAL ANIMATOR

Sony Pictures Imageworks / Culver City, CA / SEP 05 – AUG 06; JUN – AUG 06

- o Integrated characters into various scenes for feature film, **Beowulf** (2007).
- o Added animation over motion capture rig.
- o Troubleshoot character, rig, and environment issues as well as labeled and fixed swaps on various characters' motion data.
- o Lit and added effects to environments in Motion Builder for various scenes.

ANIMATION LEAD

5-X-B / Los Angeles, CA / JUN 05 – JUL 05

- o Lead animator on a series of three NFL commercials.
- o Supervised a team of three animators.
- o Previz and layout of sequences.

CINEMATIC DIRECTOR/CHARACTER ANIMATOR/MOCAP LEAD/TD

Genuine Games / Woodland Hills, CA / DEC 03 – DEC 04

- o Animated characters for upcoming PS2/xbox releases.
- o Created realistic animations and camera layouts for in-game cinematics.
- o Integrated motion capture data onto existing characters and problem solved any rig issues.
- o Responsible for lighting and rendering in Mental Ray for in-game cinematics.
- o Titles include: **Fight Club** (PS2 and xbox) and **Bullet Proof** (PS2 and xbox).

ANIMATION IN 3-D/ACTING FOR ANIMATORS LAB INSTRUCTOR

Full Sail Real World Education / Los Angeles, CA / OCT 00 – OCT 03

- o Taught students to understand and implement the use of advanced character motion as it pertains to 3-D Animation.
- o Wrote and presented various lecture materials including "Puppeteering as it Pertains to Animation" and "Acting Fundamentals to Improve the Animating Process."

PUPPETEER/CHARACTER ACTOR

Disney MGM Studios/Magic Kingdom / Orlando, FL / NOV 95 – AUG 01

- o Puppeteer for various roles at Disney MGM Studios and The Magic Kingdom, including lead characters in "Bear and the Big Blue House," Jim Henson's "Muppet Vision 3-D," and "Legend of the Lion King."