

# Frank Abney

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[www.frankabney.com](http://www.frankabney.com)

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**Objective** Continue to bring Characters to life through Animation

## SKILLS

- Maya, Photoshop, Illustrator, After Effects
- Excellent Acting and Life drawing skills
- Strong attention to detail and highly organized
- Good communication skills; Team Player

## EDUCATION

Animation Mentor Emeryville, California  
*Diploma in Advanced Studies in Character Animation* 3/2010

**Class 1 Mentor: Victor Navone** (Pixar Animation Studios)

**Class 2 Mentor: Peter Kelly** (Industrial Light & Magic)

**Class 3 Mentor: Mike Belzer** (Valve Software)

**Class 4 Mentor: Bret Parker** (Pixar Animation Studios)

**Class 5 Mentor: Nick Bruno** (Blue Sky Studios)

**Class 6 Mentor: Greg Whittaker** (Dreamworks Animation)

The Art Institute of California San Francisco, California  
*Bachelor of Science in Media Arts & Animation* 6/2008

## EXPERIENCE

8/2010 – present Eidos Interactive- Crystal Dynamics, Redwood City CA

### **Animator**

- Animator on “Tomb Raider”

6/2010 – 8/2010 Lightstream Animation Studios, Petaluma CA

### **Animator**

- Character Animation for TV Pilot

7/2008 – 4/2009 Electrotank Inc, Wilson NC

### **3D Artist**

- Character creation and animation

2/2008 – 5/2008 MoCap Latte, Irvine CA

### **Character Modeler**

- Created aging character models to seamlessly match director’s original characters and visions