**Walter Buzby - Animation & VFX**

Demo Reel: [www.walterbuzby.com](http://www.walterbuzby.com) & YouTube <https://youtu.be/2aXlTx3Fuv0>

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Summary: Talented Artist looking for my place in the Animation industry. The Art Institute was a good start and I have been learning additional skills and techniques to better my craft. Very interested in Character Animation and VFX which has brought me more local experience. I want to communicate feelings and ideas visually, to help tell stories.

Skills:

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| Animation 2D & 3D  | Visual Effects  | Video Compositing | Digital Painting |
| 3D Modelling | Character/Prop Rigging | Storyboarding | Asset Design |

Education:

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| **Bachelor of Arts – Media Arts & Animation –** The Art Institute of Phoenix – Jan 2008 through Dec 2010.  |
| **Civil Engineering Course work –** Northern Arizona University – May 1992 through May 1996 – left degree program for career in Land Surveying, became registered in two states, and partially funded my Bachelor of Arts.  |

Experience:

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| **Property Specialist @ City of Phoenix –** Supervisor: Paul Chubinsky (602)495-5397 **4/2017 – present** – Review and define various boundaries for easements and fee ownership for the City of Phoenix. Had to find a steady “day” job to actually pay down the student loans, and reverted back to some former Land Survey career skills to keep steady work. Still looking for a break in the animation/production business.  |
| **MultiMedia Specialist @ Arizona Studios** – Production Studio in Phoenix, AZ Kevin Mayer(602)275-9100**9/2014 – 1/2016** Created advertisements, presentations and product visualizations for clients utilizing 3D & 2D Animation, Motion Graphics, Visual Effects, shooting video, recording sound, and video and sound editing.  |
| **Lead Animator @ BNC Design Studios** – Video Game Production Studio – Mesa, AZ Jake Taylor (480)444-8026**06/14 – Present** Creation, rigging, texturing and animation of game assets, import and organization of assets in Unity, utilizing Maya, 3DSMax, Photoshop, Illustrator, AfterEffects and Unity.  |
| **Prepress Artist @ Metal Magic** – Printing Die Manufacturing – Phoenix, AZ – Jesse Beach (602)639-1574**9/2012 – 1/2014** Convert client artwork to vector art for conversion to CNC program creation to manufacture printing dies for embossing and shiny foil printing. Primarily Illustrator, some Photoshop.  |
| **Visual Effects Artist for Blackout**  - Retro Noir Private Eye film from Atomic Age Pictures – David Stipes(602)793-0226**5/2013 11/2013** – Created VFX shot of 3D car pulling up in front of a photo of a train station which had been condemned after shooting scenes inside, and not available for outside shot when car was available.  |
| **Prop Design/Creation/Animation for Mantecoza** –Steam Punk Adventure Film – David Stipes(602)793-0226**2/2013 – 12/1015** – collaborative design creation, rigging, and animation of steam punk pop-up book for intro to a feature film.  |
| **MultiMedia Assistant – Internship @ Exponent, Inc.** – Engineering Firm, Phoenix, AZ – Chris Espinosa (215)594-8871**10/2011 – 4/2012** 3D modelling and Animation, video editing, motion graphics, technical illustration, etc. Any visual aids required by the Failure analysis engineers. Very interesting diverse work. 3DSMax, After Effects, Illustrator and Photoshop.  |
| **Asset Artist Internship @ Mojo-Bone Software** – Video Game Company – Phoenix, AZ Adam Goldman (602)757-65598/2011 – 01/2012 created game assets with a team of 8-10 artists, took on organization of assets and creating world with assets for game alpha. Project died before Alpha stage. Gained experience in Crytek game engine. |