



# Walter Buzby - Animator / VFX

Demo Reel: [walterbuzby.com](http://walterbuzby.com) & <https://youtu.be/2aXITx3Fuv0>

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## Skills:

2D & 3D Animation	3D Modeling	Character Riggin	Concept Sketching
Storyboarding	Video Compositing	Visual Effects	Motion Graphics
Texturing	Problem Solving	Vector Art	Digital Painting

## Software:

Maya	3DS Max	Illustrator	Concept Sketching
After Effects	Final Cut	ZBrush	Mudbox
HTML/CSS	Python Scripting	Mel Scripting	Harmony

## Education:

**Bachelors of Arts** - *The Art Institute of Phoenix*, Jan 2008-Dec 2010 - 3.5 GPA

**Civil Engineering Coursework** - *Northern Arizona University* - May/1992- May/1996 - did not finish degree, began working full time as Land Surveyor, had a career for 16 year, including during studies at the Art Institute of Phoenix.

**Python in Maya** - *CGCircuit* - Jan/2016-Mar/2016 - learn fundamentals of programming Python working specifically with Maya API.

## Experience:

**Property Specialist @ City of Phoenix** - Boundary review for City - Paul Chubinsky (602)495-5397  
**4/2017-present** Reviewing and defining various boundaries for the City of Phoenix. Working a very steady job to continue student loan payments, until I can find my niche in the animation/video production industry.

**Multimedia Specialist @ Arizona Studios** - Production Studio in Phoenix - Kevin Mayer (602)275-9100  
**9/2014-1/2016** Created advertisements, presentations and product visuizations for clients, utilizing 3D & 2D animation, Motion Graphics, Visual Effects, shooting video, recording audio and video and sound editing.

**Lead Animator @ BNC Design Studios** – Video Game Studio in 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 in 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

**Flash Animator & Illustrator @ 3R Interactive** – Production Studio in Illinois – Jay Johns(602)931-5863  
**6/2013 – 5/2014** Created Educational Flash Videos for Elementary Level Education, also created Illustrations for two books.

**VFX 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, but useable for outside shot when car was available

**Prop 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. Created 3D room to mimic real room with bad tracking shot.

**MultiMedia Assistant Intern @ Exponent, Inc.** – Engineering Firm, AZ – Chris Espinosa (215)594-8871  
**10/2011 – 4/2012** 3D modelling and Animation, video editing, motion graphics, technical illustration, and any visual aids required by the Failure analysis engineers. Very interesting diverse work. Utilizing 3DS Max, After Effects, Illustrator and Photoshop