

# Stephen Cunnane



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## About

Digital Artist specializing in Animation along with 3D Generalist skills. Background in Cinematography and Animation, trained in Maya and After Effects. Background in traditional art which has helped guide approach toward Digital Art.

## Education

### GNOMON SCHOOL OF VISUAL EFFECTS | 2014-2016 | HOLLYWOOD, CA

2 Year Digital Production Program

Related coursework: Character Animation, Creature Animation, Previz, Rigging 1-2

## Skills & Abilities

### ANIMATION

- Character Animation for photoreal and stylized humans
- Creature Animation for quadrupeds, winged, and fantasy creatures
- Experience in traditional (2D) animation

### GENERALIST KNOWLEDGE

- Experienced in filmmaking, film production, directing, cinematography, editing, and screenwriting
- Basic Rigging skills for quadrupeds, winged creatures, mechanical devices, robots
- Hard surface modeling and texturing for environments and props
- Compositing in Nuke and After Effects

### PROGRAMS

Proficient in Maya, Photoshop, Premiere Pro, After Effects, Nuke, Substance, Mari

Experience in MEL and Python

Experience with RenderMan, mentalray, and Vray

### PERSONAL

Fast learner in new programs such as Voodoo, custom software for animation at Rhythm and Hues

Sketches from life and nature daily

## Experience

### GNOMON SCHOOL OF VISUAL EFFECTS

JANUARY 2022 - CURRENT

#### INSTRUCTOR

Educator for the art of Creature Animation for Bachelor's Program and Individual courses.

### FRAMESTORE

MARCH 2021 - MARCH 2022

*SHOT CREATOR*

Responsible for Previz and Postviz shots on streaming shows and feature films. Which included blocking and staging animation and camera setups in Maya and compositing in After Effects.

**THE THIRD FLOOR INC.**

NOV 2019 – DEC 2020

*SHOT CREATOR*

Responsible for Previz and Postviz shots on feature films and video games. Which included animation and lighting in Maya and compositing in After Effects.

**MOVING PICTURE COMPANY**

JAN 2019 – NOV 2019

*ANIMATOR*

Responsible for Creature Animation and author of animation tools for optimized workflow.

**RHYTHM AND HUES**

NOV 2016 – JAN 2019

*ANIMATOR*

Responsible for Creature Animation for quadrupeds and fantasy creatures on multiple network and cable shows such as Game of Thrones, Lost in Space, The Walking Dead, The X-Files, , The Mist and Midnight Texas

**S4 STUDIOS**

OCT 2016 - NOV 2016

*ANIMATOR AND MOTION GRAPHICS EDITOR*

Responsible for Principle Character Animation on car advertisements  
Motion Graphics for UI in new test car advertisement

**MATTERVR**

NOV 2016 - OCT 2016

*INTERN FOR VR PROJECT*

Responsible for Principle Character Animation  
Responsible for Rigging Principle Character  
Participated in Environment Modeling, Props, Texturing, and other Generalist tasks

**GNOMON SCHOOL OF VISUAL EFFECTS**

JAN 2015 - OCT 2016

*TEACHER ASSISTANT*

Monitored scheduled Labs to assist new students with programs and technical questions or issues

**FREELANCE VISUAL EFFECTS**

JAN 2010 - OCT 2014

*FREELANCE COMPOSITOR*

Compositor for multiple independent films, shorts, and advertisements  
Responsible for creating Motion Graphics for advertising

**Honorable Mentions**

**'GRAND PRIZE BEST OF TERM'**

Winner for the short film 'The Model' at Gnomon School of Visual Effects, a student collaboration project. Responsible for Directing and Animating.

**THREE TIME 'BEST OF TERM' WINNER**

Animating multiple class assignments at Gnomon School of Visual Effects

**'BEST ANIMATED SHORT' FILM FESTIVAL**

Winner for the short film 'Stalled Love' at the SOCAL Creative and Innovative Film Festival. Responsible for Directing and Animating.