

JASON SHUM

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EDUCATION

Vancouver Film School, Vancouver, British Columbia, Canada
3D Animation and Visual Effects – June, 1999

University of Saskatchewan, Saskatoon, Saskatchewan, Canada
Two years completed in Fine Arts – April, 1997

WORK EXPERIENCE

Electronic Arts, Los Angeles, California Dec 11-present
Senior Animator

- Animation for *unannounced next gen title*

Pixomondo, Burbank, California April 11-Dec 11
Animator

- Animation for feature films *Green Lantern*, *Journey 2: The Mysterious Island*
- Creature animation for TV show *Terra Nova*

Psyop, Venice, California Mar 11
Character Animator

- Animation for *World of Coke: Happiness Factory* short film

Baked FX, Los Angeles, California Jan 11– Mar 11
Animator

- Creature animation for feature film *Seven Days in Utopia*

Zoic Studios, Los Angeles, California Jan 11
Senior Animator

- Creature animation for TV show *Fringe*

Blur Studio, Venice, California Mar 10 – Jan 11
Animator

- Character animation and motion capture clean up for video game cinematics
Star Wars: The Force Unleashed 2, *The Old Republic*, *DC Universe Online*, *Batman: Arkham City*.
- Character animation for *Goldfish Crackers* commercial

The Third Floor, Los Angeles, California Feb 10 – Mar 10
Previz Animator

- Character animation for *Sniper: Ghost Warrior* video game intro cinematic
- Previs pitch on unannounced feature film

Pandemic Studios, Los Angeles, California May 01 – Jan 10
Animator

- Character animation for *Mercenaries 1 and 2*, *Saboteur*, *Star Wars: The Clone Wars*

Volition, Inc., Champaign, Illinois Mar 00 – Apr 01
Lead Animator

- Animation and rigging for PS2 games *Red Faction*, *Summoner*

SOFTWARE KNOWLEDGE

- Softimage XSI
- Maya
- 3D Studio Max
- Adobe Photoshop