

Neil F Richmond
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<http://www.lunaticrobots.com>

Education:

Bachelors of Fine Arts
University of California
Irvine, CA.
Major: Studio Art
Minors: Theater Design and Lighting, computer graphics

Master of Fine Arts
University of California
Los Angeles, CA
Major: Film and Animation
Minor: Puppetry

Work Experience:

1984 - 1985
Universal Studios
Universal City, CA.
Work: animator for Knightrider and Airwolf TV Shows

1985 - 1987
Robert Abel and Assocs.
Hollywood, CA
Work: tech director and
animator for computer graphics commercials

Summer 1987
Novocom
Hollywood, CA
Work: tech director on ABC branding package

Aug 1987 - June 1995
Rhythm And Hues
Los Angeles, CA
Work: animator, animation director,
director for commercials
lighting, character rigging
tech director, cg supervisor

Sept 1995 - Aug 1998
Walt Disney Feature Animation
Burbank, Ca
Work: cg character animator on Fantasia 2000 and Dinosaurs

Sept 1998 - Aug 1999
Sony Pictures Imageworks
Culver City, CA.
Work: lead cg animator Stuart Little

Sept 1999 - April 2002
Rhythm and Hues
5404 Jandy Pl
Los Angeles, Ca. 90066
Work: digital artist/cg character animator in residence

April 2002 - June 2003
TigarHare Studios
Sherman Oaks, CA.
Work: Animation Director, Director,
Designer, Animation, Development

June 2003 - Dec 2010
Art Institute of California - Los Angeles
2900 31st St
Santa Monica, CA.
Work: Teacher: Computer Character Animation, Lighting and Character Rigging

Nov 2009 - Feb 2010
TriTip Films
Santa Monica, Ca
Work: Freelance development involving rigging and animation of character for feature film

Jan 2011 - Aug 2014
TigarHare Studios
Sherman Oaks, CA.
Work: Animation Director, Director,
Designer, Animation, Development

2014-2015
Meshugina Enterprises
24453 Cross St
Newhall, CA.
Work: freelance Animation director, animator

2015 Animaic Studios
Studio City, Ca.
Beijing, China
Work: Development of TV Series
Role: story, storyboards, designer, Animation Director

Special:

Current:
Lunatic Robots
2515 S Westgate Ave
Los Angeles, Ca.
Work: Development of iOS game

References available upon request

Systems used: Unix, Mac OS X, Windows, Linux
Software used: Maya, 3D Studio Max, Zbrush, Softimage, Motionbuilder
After Effects, Photoshop, Blender, Gimp