

Chris Caufield  
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#### **OBJECTIVE**

To work as a 3D Character Animator.

#### **WORK EXPERIENCE**

**Framestore**, Senior Character Animator, Sept 2007 - Present  
Character Animation, Rigging, Modeling, Tracking

**Animation Mentor** - Mentor, Spring and Summer 2008  
Introduction to Maya

**Stardust**, Character Animator, August 2007  
Character Animator, 3D layout artist, for "Blackrock" commercial

**Psyop**, Character Animator, Feb - June 2007  
Character Animator, 3D layout artist, for "World of Coke" and "Happiness Factory"

**RhinoFX**, Animator, Jan. 2007 – Feb. 2007  
Animator, 3D layout artist, for Nabisco Cheese Stix Commercial

**Curious Pictures**, Character Animator, Nov 06 – Jan 07  
Character Animator for Film "Chicago 10"  
Clean up of motion capture data  
Create Spline Animation

**GuerillaFX**, Animator, Nov 06  
Animator for Verizon Wireless "Chocolate Phone" commercial

**Mechanism Digital**, Animator, June 06 - Nov 06  
Animator for History Channel Series "Engineering an Empire"  
3D layout artist, Modeler, Rigging, After Effects

**Treehouse Animation**, Animator, Jan 06 – June 06  
Character Animator, 3D layout artist, for Lego Batman Short Film

**New York City Police Department**, Detective, July 1984 – July 2004  
Worked in a team, investigating crimes. Also lead teams of Investigators in Robbery and Homicide Investigations.

#### **EDUCATION**

**AnimationMentor.com**  
*Diploma in Advanced Character Animation Studies*  
April, 2007

**School of Visual Arts**, July 2002 – August 2005  
*BFA in Computer Arts*  
(6 credits shy)

#### **SKILLS**

Maya  
3D Max  
After Effects  
Photoshop  
Commotion  
Smedge

#### **AWARDS & HONORS**

New York City Police Department – Police Officer of the Year - 1992  
New York City Police Department – Detective of the Month, May, 2000