

Diana Grande

<http://dianagrande.com> | 612.590.2204 | dgrande@gmail.com

Character Animator

EXPERIENCE

Nov 2016-present
Hillsboro, OR

CG Facial Animator

LAIKA

Film 5 – Keyframe animated character performances for next unannounced feature film.

June 2015-May 2016
San Diego, CA

Lead Animator

SONY COMPUTER ENTERTAINMENT

Knack 2– Keyframe creature animation, body motion capture, managed development of animation pipeline, trained animation team, supervised creation of project rigs.

April 2015-June 2015
San Diego, CA

Cinematic Animator

SONY COMPUTER ENTERTAINMENT

Star Wars: Rag Tag – Animated hero dialogues in keyframe and using solving software.

Uncharted 4 – Facial animation using proprietary facial solving software.

Days Gone – Keyframe creatures, body motion capture, face animation, keyframe vehicle.

March 2015- April 2015
Los Angeles, CA

Animator

LOGAN

Apple Project – Keyframe animation of Apple product.

Feb 2015-March 2015
Irvine, CA

Animator

DIGITAL FUNK MACHINE

The Walking Dead– Motion capture body and creature keyframe for Oculus Rift.

June 2013-April 2015
San Diego, CA

Cinematic Animator

SONY COMPUTER ENTERTAINMENT

The Order 1886 – Motion capture body, keyframe hard surface props, facial animation.

The Last of Us: Left Behind – Keyframe facial animation and motion capture body.

Killzone: Shadowfall– Motion capture in Motion Builder, keyframe face animation.

Feb 2013-May 2013
San Diego, CA

Lead Animator

SONY COMPUTER ENTERTAINMENT

The Order Demo– Oversaw deliver of shots to client, motion capture body, keyframe props.

Nov 2012-Feb 2013
San Diego, CA

Cinematic Animator

SONY COMPUTER ENTERTAINMENT

Puppeteer – Stylized keyframe character animation, props & environment for cut cinematics.

EDUCATION

2009-2012
San Francisco, CA

Academy of Art University

MFA – 3D Character Animation

Selected by reel to participate in Pixar Studio courses.

2002-2006
Tacoma, WA

University of Puget Sound

BFA – Foreign Language & Int'l Affairs, focus Japanese

Minor in Mandarin Chinese

SKILLS

Proficient in Autodesk Maya, Linux/Windows/Mac, Shotgun, RV, Motion Capture, Keyframe, Familiar with Motion Builder, Adobe Photoshop, Adobe After Effects.