

TOM CASUCCI

Character Animator

Website: www.tomcasucci.com

Email: tom@funner.net

Experience:

Flash Animator (2D) (freelance) Sep. 2021

[Climate Ad Project, Inc.](#) - Newburgh, NY

Responsible for all Animation, Direction, Art Assets, and Character Design for viral climate change PSA (200k+ views):

- [Infidelity Offsets](#)

Software: Adobe Animate/Flash, Photoshop, Premiere

Animator (CG) Jan. 2018 - Jan. 2021

[Age of Learning, Inc.](#) - Glendale, CA

Animated for game-based learning programs:

- My Math Academy™ (iOS and Android)
- My Reading Academy™ (iOS and Android)

Software: Maya, Unity

Animator (CG) (contract) Jul. 2017 - Jan. 2018

[Age of Learning, Inc.](#) - Glendale, CA

Animated for game-based learning programs:

- My Math Academy™ (iOS and Android)

Software: Maya, Unity

Animator (CG) (freelance) Dec. 2016

[Blind Squirrel Games, Inc.](#) - Santa Ana, CA

Animated for unannounced video game.

Software: Maya, Unreal 4

Previs Artist (freelance) Apr. - May 2016

[The Third Floor](#) - Los Angeles, CA

Worked as a shot creator on feature film pitch.

Software: Maya

Animator (CG) (freelance) Apr. - Sep. 2015

[Mindshow](#) - Los Angeles, CA

Animated for a virtual reality production company. Bound by an NDA and can't divulge any information about the project(s).

Software: Maya, Unity

Previs Artist (freelance) Jul. 2013

[BOSA Studios](#) - Burbank, CA

Previs Artist for Zach Braff Kickstarter feature film:

- *Wish I Was Here* (2014)

Software: Maya, Photoshop

Previs Artist (freelance) Feb. 2013

[The Third Floor](#) - Los Angeles, CA

Worked as a shot creator on feature film titles such as:

- *Teenage Mutant Ninja Turtles* (2014)
- *Hercules* (2014)
- *X-Men: Days of Future Past* (2014)

Software: Maya

Animator (CG) Jan. 2011 - Jul. 2013

[Kung Fu Factory](#) - Los Angeles, CA

Animated for video game titles such as:

- *Domo Jump*[™] (iPhone and iPad)
- *SpongeBob Moves In!*[™] (iPhone and iPad)
- *Teenage Mutant Ninja Turtles: Rooftop Run*[™] (iPhone and iPad)
- *Domo-Kun*[™] (Avatar animations for PlayStation 3 Home and Xbox Live marketplaces)
- *Girl Fight*[™] (PS3, Xbox 360)
- *Supremacy MMA*[™] (PS3, Xbox 360)

Managed assets for interactive "Hitchhiking Ghosts" feature on Disney World's Haunted Mansion ride

Software: Maya, 3ds Max, Gamebryo, Unity

Animator (CG) (freelance) Aug. 2010 - Dec. 2013

[Motion Logic Studios](#) - Playa Vista, CA

- Animated for numerous yet-to-be released video games (mobile)
- Animated swimming piranhas for scene in feature film, *Piranha* (2010)

Software: Maya

Animator (CG) Jan. 2007 - Nov. 2009

[Savage Entertainment, LLC.](#) - Los Angeles, CA

Animated for video game titles such as:

- *Saints Row: Undercover*™ (PSP)
- *Transformers: Revenge of The Fallen*™ (PSP)
- *Destroy All Humans 3*™ (PSP, Unreleased)
- *Transformers: The Game*™ (PSP - Greatest Hits)
- *Scooby Doo: Who's Watching Who?*™ (PSP)

Software: Maya, 3ds Max

Stop-Motion Animator (freelance) 2008

[Paper Heart Productions](#) - Los Angeles, CA

Animated Stop-Motion scene for Sundance Film Festival award-winning film, [Paper Heart](#) (2009)

- Animation, Camerawork and Puppet Construction

Software: Shot on digital

Animator (CG) (freelance) 2004

[SkyWorks Digital](#) - Los Angeles, CA

Carl Sagan's *Cosmos* 25th Anniversary

- Animated flying creatures for recreated version of the famous "Life on Jupiter" sequence based on the original artwork

Software: Maya

Character Animator/Intern (CG) 2004

[Newkat Studios](#) - Burbank, CA

Character Animation and Lip-Syncing

- Worked directly on Disney TV Pilot, *Fairy Tale Mickey*

Software: Maya

Stop-Motion Animator (student) 1999

[UC Santa Barbara](#) - Santa Barbara, CA

Lead Clay Animator/Script-Consultant for 1999 National Student Academy Awards-winning student-produced 16mm short, *Shadow of a Drought*

- - Bronze Medal, Animation Category (1999 National Student Academy Awards)
- - Winner, Animation Category (1999 IFC 2000 competition)

Hardware: 16mm Film, plasticine, metal armatures, etc.

Software:

Maya, Adobe Animate/Flash, Photoshop, Premiere, Unity

Education:

B.A. in Film Studies - [UC Santa Barbara](#)