

PAUL STANEK

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Education

M.F.A.: EXPERIMENTAL ANIMATION 2005
California Institute of the Arts School of Film/Video Valencia, California

The focus of my graduate studies was on mastering traditional and experimental animation techniques and then using that knowledge to develop a personal artistic language and create new animation techniques and styles. The final two years of thesis work involved intensive studies and production in Maya and After Effects.

B.F.A., *cum laude*: COMPUTER GRAPHICS 2002
Syracuse University College of Visual and Performing Arts Syracuse, New York

My computer graphics education covered a broad range of visual composition and animation techniques, including using the C programming language with Open GL as a 2D and 3D graphics tool, modeling and animating in 3D using Lightwave, working in Adobe Photoshop and Illustrator to create and prepare images for animation, building interactive and non-interactive animations in MacroMedia Director and Flash, and working with Adobe Premiere, Adobe After Effects, and Final Cut Pro for animation, effects, compositing and editing.

Professional Experience

GRAPHICS ARTIST 2010
Sisters 3 Philadelphia, PA <http://sisters3music.com/>

- Designing album artwork for the new Sisters 3 album currently in production.
- Development of storyboards and animatics for a forthcoming music video.

ANIMATION DIRECTOR 2007 - 2009
FatalData Hollywood, CA

- Concept development, camera work, effects and animation for Fatal Data music videos.
- Training coworkers in After Effects, Final Cut Pro and DVD Studio Pro.

MAYA TRAINER 2008
Scharff Weisberg, Inc. New York, NY <http://www.swinyc.com/>

- Development and execution of personalized lessons in Maya to best suit the needs of Scharff Weisberg technology specialists.

FREELANCE ANIMATOR/EDITOR/WEB DESIGNER 2004 - 2008
dreamsequences Hollywood, CA <http://dreamsequences.com>

- 3D animation sequence in the opening titles for the pilot episode of "Imagine This!"
- Development and execution of a method for shooting and lip syncing sequences of still images to song lyrics for Amy Belle's "Giving You Up." 100% of the footage for this music video was shot using still cameras.
http://www.youtube.com/watch?v=ITVqT_Z1z2s
- Maya animation and After Effects compositing for a looping HD video installation in the Los Angeles office of "Arc Investment Partners."
- 2D and 3D animation for Creative Intelligence's 20-year landmark video "20in06."
- Website layout and html coding for dreamsequences.com.
- Editing, After Effects, and audio mixing for numerous time lapse pieces shot by Dave Schwep, president of dreamsequences.
- Music production for "L.A. Contemporary Dance Co." video.
<http://www.vimeo.com/854610>
- DVD authoring using DVD Studio Pro for completed dreamsequences videos.
- Extensive training of coworkers in After Effects and DVD Studio Pro, sometimes by creating PDF tutorials.

FREELANCE VIDEO EDITOR 2007 - 2008
Manifest Media Los Angeles, CA <http://www.nothingtosomething.com>

- Final Cut Pro editing and audio mixing for high-end event videography. Completed several pieces ranging 1-2 hours in length.

PHOTO EDITOR 2007
Deborah Jaffe Los Angeles, CA <http://www.deborahjaffe.com>

- Color correction of RAW image files and extensive photo editing in Photoshop.

ANIMATOR 2007
Kevin Bright ("Friends" Director) Beverly Hills, CA

- Animation sequence to close a documentary about Kevin Bright's father, performer Jackie Bright.

FREELANCE VIDEO EDITOR 2007
Innovate Media Costa Mesa, CA <http://www.innovatemedias.com>

- Final Cut Pro editing for an infomercial advertising realty in "Par Lago Lakes," hosted by Ed McMahon.
- Graphic preparation for animation and web design using Photoshop.

FREELANCE DESIGNER/ANIMATOR 2006 - 2007
The N/U-Shirt Project New York, NY

- Design and animation of "T-shirt animations" for use in Black History Month commercials on Nickelodeon's sister channel "The N." Developed, along with Dan Delboy, the concept of T-shirt animation, which involves printing frames of animation on to individual T-shirts, then shooting them on subjects using stop-motion animation techniques (ex. <http://ushirtproject.com>).
- Various animation loops for projection at U-Shirt parties.
Ex. <http://ushirtproject.com/clodpop.htm>
Ex. <http://ushirtproject.com/DnM.htm>

FREELANCE 3D ANIMATOR/MODELER 2005 - 2006
Jetplane Films Hollywood, CA

- After Effects animation and compositing for "Register.com" television commercials.
- 3D modeling in Maya for web site graphics.

TEACHING ASSISTANT 2003 - 2005
CalArts Valencia, CA <http://calarts.edu/>

- Provided classroom support and taught lessons in Intro to Maya, Intermediate Maya, Alternative Approaches to Animation, and Intro to Max/MSP Programming.
- Held weekly lab hours for further student support.

FINAL STAGING 2002
IBM Endicott, NY <http://www.ibm.com/us/en/>

- Provided database assistance in logging the progress of motherboard production.

Skills

- Modeling and experimental animation techniques in Maya
- 2D and 3D animation, compositing, effects, and editing in After Effects
- Tutorial authoring for Photoshop, After Effects and Maya
- DVD authoring in DVD Studio Pro
- Video/audio editing, effects automation and sound sync in Final Cut Pro
- Music production and mixing in Reason, Logic, Ableton Live and Pro Tools
- Graphics creation, manipulation and editing in Illustrator and Photoshop
- Traditional Arts: Drawing, Painting, Photography, Music Composition