

TARA DONOVAN

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I am a classically-trained CG character animator with extensive production experience. Many years of life drawing and painting add energy and subtlety to my animation posing. My superior artistic and technical abilities are enhanced by my proven supervisory and organizational strengths. My goal is to extend my abilities into directing and development. I thrive in collaborative environments, bringing my outstanding communication skills, meticulous attention to detail, and positive attitude to any creative team.

DIRECTOR: Chuck Gammage Animation, Toronto, January 2010 – Present

Beast Legends: Yap Films

- Delivered 6 artistically-diverse 40-second shorts in just 3 months on time and on budget
 - Led a crew of in-house and freelance talent spanning the country from BC to PEI
 - Steered the design of each unique style from Fijian tattoo art to Greek vases
 - Developed innovative and cost-effective ways of enriching each style by combining 2D and 3D elements, digitally painted backgrounds, AfterEffects filters, particles and live action fx footage
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CHARACTER ANIMATOR, DIGITAL: Toronto, 2009

Igloo VFX: HHGreg

- Animated speaking character in Autodesk Maya

Rune Entertainment: Dark Grounds

- Created a large volume of game cycles for an upcoming RPG for Mikoishi in Singapore

Meld Media: Lotto Max Lottery

- Animated game cycles in 3ds Max for the online mini-game "Start Dreaming"
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DIGITAL PAINTER, TEXTURE ARTIST: Toronto, 2009

- "Starthrower in Haiti" webcomic by Daniel Lafrance. Painted the comic "Ants".
 - "Taparrabo" art installation by Robert Waters. Textured skin, hair, and wounds of realistic 3D figure.
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CHARACTER ANIMATOR, DIGITAL: Elliott Animation, Toronto, 2004 - 2009

Erky Perky: CCI/the Lab Sydney

Ying Yang Yo: Walt Disney JetX Television

Rollbots: YTV/Amberwood Entertainment

Backyardigans: Nickelodeon/Nelvana

- Expert at meeting tough television deadlines using Autodesk Maya and Adobe Flash
 - Versatile in a wide range of styles including complex martial arts fight sequences, slapstick comedy, dance and subtle acting
 - Interpreted live-action dance reference footage using stylized animation characters
 - Created numerous branching animation cycles including walks, runs, gymnastics, and martial arts which were used extensively in production
 - Exemplary at conveying crucial production information to the crew, for example:
 - Tracked down and distributed character model sheets from Australian co-production studio
 - Created and posted detailed, illustrated documents summarizing director's briefings and technical procedures
 - Assisted the director in creating the season schedule
 - Communicated with local and overseas directors to solve technical and artistic issues
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CHARACTER ANIMATOR, CLASSICAL:

10+ years in feature films, television series, commercials, specials, and interactive media for companies in Canada, the U.S., and Europe

Werner, Asterix Conquers America: Gerhard Hahn GmbH

Anastasia: Fox

Gary Larsen's Tales from the Far Side: International Rocketship

Carmen's Wordsearch: Broderbund

- Created complex hand-drawn animation including timing charts and camera moves
 - Communicated with all levels of the production team from storyboard and layout to background painters, camera operators, and fx artists
 - Managed a team of 8 freelancers in Canada to animate, clean-up and inbetween final scenes of Asterix feature for Gerhard Hahn GmbH in Berlin, Germany
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STORYBOARD / LAYOUT ARTIST:

The Busy World of Richard Scarry, Cinar, Montreal

- Developed detailed storyboards from scripts for preschool television show
 - Drew layouts and key poses for overseas animators following storyboards, model, location, and prop design packs.
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ASSISTANT ANIMATOR:

Features:

The Thief and the Cobbler: Richard Williams

Bebe's Kids: Tony Collingwood

Commercials:

Russell Hall Films, Animation House,

Mark Zander, Michael Mills

- Worked closely with senior animators to add secondary action and polish to their rough animation and create fluid breakdowns and inbetweens
 - Ensured all drawings adhered strictly to model and design packs and matched background layouts
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PRODUCTION COORDINATOR: Elliott Animation, Toronto, 2009

Rollbots: YTV/Amberwood

- Coordinated a team of 15 lighters, renderers, composers, and animators
 - Implemented online render tracking system to meet delivery deadlines of fast-paced television series
 - Solved complex technical animation issues for example, fixing broken references without destroying animation or constraints, repairing constraints, pole vectors, crashing geometry
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PROGRAM MANAGER: Centennial College, Toronto, 2005

Digital Animation Department

- Managed staff of 25 part time-faculty in 2 concurrent sessions
 - Recruited new students internationally and supervised portfolio selection
 - Wrote and assembled program curriculum to Ministry of Education standards
 - Created promotional materials including video, web and print formats
 - Represented Centennial College at the Ottawa Animation Festival
 - Organized videogame information speaker series
 - Devised an artist-in-residence program to engage alumni in classroom enrichment
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ANIMATION INSTRUCTOR, Part-time: Centennial College, Capilano College, Vancouver Film School

Digital Animation Department

- Developed course content for a condensed, project-based CG animation course in Character Animation, Broadcast Design, and Special FX
 - Instructed classes of up to 15 post-secondary students in animation principles, drawing for animation, storyboarding, acting, human locomotion, and lip sync
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EDUCATION:

Sheridan College

Classical Animation Diploma

Ontario College of Art & Design

Illustration and Life Drawing

York University, Glendon College

B.A. in French, GPA 3.0

Certificate of Bilingual Competence

Pollard Award for outstanding

contribution to student affairs

Valedictory nominee

Imaginism School of Art

Certificate in Digital Painting
with Bobby Chiu

Toronto Animated Image Society

Writing for Animation

SKILLS:

Maya - Animation/Layout

3Ds Max - Animation/Layout

Softimage - Animation/Layout

Photoshop - Digital Painting

Flash - Animation/Layout

Drawing - Figure, landscape

Painting - Watercolour

2D Character Animation

Premiere - Animation Editing

Asset Management Software

Directing

Leadership

Project Management

Music

French