

julie Bayless

Seeking

Position as a Flash animator and designer.

Profile

Team Player – Worked in Sims Online Division at Electronic Arts. Used Flash, Photoshop and Maya to design and create new assets to blend with in-game assets. Also created UI, animation and layout for three MySims online mini-games and an avatar creator. Produced assets for E.A.'s MySims racing website, and print collateral for multiple titles.

Currently collaborating with clients at the San Francisco Local 39 Stationary Engineers Union to create several Flash cartoons for deployment on their training website. I create all character designs, backgrounds, and animation; participate in script writing, consult on voice track, and edit sound effects. Have worked with other clients, including Art in Action (Flash animations for art education) and Aggregate Knowledge (web advertising).

Animation Experience – Four years of Flash, specializing in animation, three years of Maya, including modeling, lighting, uv layout, texturing and animation. Six years of traditional animation and illustration. BFA in Animation/Illustration from San Jose State University: May, 2007.

Have collaborated on five animated student films as producer, art director, animator, story boarder, modeler, layout and texture artist. Known for my easy-going manner, ability to listen, sense of humor, stamina and enthusiasm.

Software Skills

Adobe Flash
Autodesk Maya
Adobe Photoshop

Adobe Illustrator
Adobe SoundBooth
Adobe Premiere

Awards and Screenings

Personal film, *Flowers for Sarah*, included in the animated compilation *25 Ways to Die*, screened at 20 film festivals to date: 2004

ED>Net Media Arts Award - First Place, Traditional Animation: 2002

Professional Experience

Freelance Flash Animator/Graphic Designer

Julie Bayless Animation: April 2008 – present

Flash Animator/Web Designer (contract position)

Electronic Arts, Redwood City, CA: June 2007 – September 2007 and March 2009 – July 2009