

# John Catlin

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## Experience

- **Bardel Entertainment** **2016-Present**  
Animator:  
-Create engaging hand keyed animations for multiple children's TV shows
- **Freelance Artist** **2013, 2014-2016**  
Animator:  
-Create in game and cut scene animations for Xbox One and mobile titles using Maya  
-Create character rigs using hand built rigging and auto-rigging software in Maya  
-Translate game instructions into Japanese  
-Develop and Create animations for commercial and business development clients
- **Aldebaran-Robotics, Boston, Massachusetts** **2013-2014**  
Robot Animator:  
-Create engaging animations for humanoid robot performances  
-Create and edit graphics for display on the robot's tablet interface  
-Assist in improving developer tool design and implementation
- **Future Media Concepts** **2013**  
Digital Media Instructor:  
-Instruct classes of adult learners in Adobe Products  
-Create digital aides to help students with difficult concepts  
-Travel across the country to teach lessons
- **American Career Institute, Braintree, Massachusetts** **2010-2013**  
Digital Media Instructor:  
-Create and Instruct MA state approved curriculum in:  
    game design – Unreal Engine  
    animation – 3dsMax  
    graphic design – Photoshop, Illustrator, InDesign

## Education

- **Animation Mentor, online 2008**  
Certificate in Character Animation
- **Western Illinois University, Macomb, Illinois, 2002**  
Bachelor of Arts / Graphic Design Minor

## Special Skills

- Adobe Certified Instructor in Photoshop CC and Illustrator CS6
- Japanese (Fluent) English (Native)

## Software

- Maya, 3ds Max, Unreal Engine, Unity, Photoshop, Illustrator, InDesign, Captivate, Word, Excel, PowerPoint, Outlook, Motion Builder