

# ROBYNE WEST



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Valencia, CA



www.robynewest.com

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## SENIOR CHARACTER ANIMATOR

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- Senior Character Animator specializing in Feature Film Animation
- Extensive professional studio experience (CG Feature Films and 2D Animation)
- Proficient in Maya, UE5 Animation and Proprietary Software
- 10+ years Animation Mentor teaching

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## WORK HISTORY

### **DreamWorks Animation SKG INC.**

Senior Character Animator

Glendale, CA

06/2010 - present

*-Megamind, Madagascar: Europe's Most Wanted, Turbo, Mr.Peabody and Sherman, The Boss Baby, How to Train Your Dragon: The Hidden World, Abominable, Trolls World Tour, The Croods: A New Age, Trolls Holiday Special, The Boss Baby: Family Business, Puss in Boots: The Last Wish, Ruby Gillman: Teenage Kraken, Trolls Band Together, Kung Fu Panda 4, The Wild Robot, Forgotten Island*

- Maintaining a high level of quality while consistently beating deadlines
- Combined technical and artistic abilities over a variety of animation styles
- Proficient in Premo - studio proprietary software to create realist characters with full range of emotions and movement

## **Disney Feature Film Animation**

Senior Character Animator

Burbank, CA

05/2025-08/2025

*-Zootopia 2*

- Maintaining a high level of quality under tight deadlines
- Combined technical and artistic abilities with new proprietary software and pipelines
- Proficient in Presto proprietary software

## **ROTU**

Character Animator

Remote

10/2024-03/2025

*\*To Be Announced*

- Key framing animation using Unreal Engine 5.4.5, fluidity in Sequencer and Sequencer Curve Editor
- Utilizing Perforce in professional pipeline

## **Blue Sky Studios, Inc.**

Senior Character Animator

White Plains, NY/Greenwich, CT

03/2005-06/2010

*-Ice Age: The Meltdown, Dr.Seuss' Horton Hears a Who, Ice Age: Dawn of the Dinosaurs, RIO, Epic (pre-production)*

- Combine both technical and artistic skill sets to complete challenging animation assignments while consistently beating deadline requirements
- Proficiency in Autodesk Maya in full production environment

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## **ADDITIONAL WORK**

### **ANIMATION MENTOR** - online animation school

- 13+ years working as a mentor, leading small, focussed group classes with live interaction Q/A's
- providing weekly feedback
- teaching animation fundamentals, body mechanics, and workflows

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## **SKILLS**

- Proficiency and extensive experience with various animation styles (cartoony, realistic, comedy, emotionally sensitive, action, human, animal)
- Proficiency in Autodesk Maya and Dreamworks Proprietary Software, Unreal Engine 5.4 and 5.5, SyncSketch, Perforce
- Exceptional communication skills
- Critical thinking and creative solutions
- Excellent time management skills, routinely bringing in shots ahead of deadlines while maintaining a high level of quality and attention to detail
- Production work with animation pipeline familiarity

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## **ACCOMPLISHMENTS**

### **Supervising Animator:**

- supervised team of 8-10 animators,
- responsible for continuity and animation quality over the course of an entire sequence
- liasoning between animators and director and developing individual animator's talents and goals throughout production.

### **Character Lead:**

- responsible for contributing to developing the character's style during pre-production
- prepping characters for full production usage
- maintaining continuity with character style over multiple sequences while in production.

**Completed Professional Training Course:** Animating in Unreal Engine 5.5 by Sir Wade Neidstadt