

DENNIS MICHAEL CHAN

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Highlights of Skills and Qualifications

- 19+ years of animation and animation industry work experience
- A collaborative team player with excellent communications skills
- Director/Lead/Teaching experience, having managed/taught large teams/classes
- Strong understanding of animation principles, character animation, story, acting, camera, production management, design, editing, previs, layout, and motion capture
- Expert knowledge and experience with Maya, Blender, Linux, and other software

Work Experience



Senior Animator

REEL FX, Toronto, Ontario, Canada

September 2022 – Present

- Senior Animator on the feature film 'The Monkey King'



Senior Animator

Monsters Aliens Robots Zombies (aka MARZ), Toronto, Ontario, Canada

September 2021 – September 2022

- Projects include: Netflix/Tim Burton's 'WEDNESDAY', MARVEL Studio's Moon Knight, and Guillermo del Toro's Cabinet of Curiosities



Animation Professor

Sheridan College, Oakville, Ontario, Canada

September 2021 – Present

- Taught two full classes, a total of 35 students, starting with the principles of animation to advanced character animation and polishing using Maya, ensuring all students are industry ready by end of year



Senior Animator

Tangent Animation, Toronto, Ontario, Canada

October 2019 – August 2021

- Senior Animator on the Netflix/Jorge Gutierrez production 'Maya and the Three'
- Quickly learned to animate using Blender software



Lead Animator & Senior Animator

Snowball Studios, Toronto, Ontario, Canada

May 2019 – October 2019

- Lead animator and senior animator concurrently on Disney's 'Muppet Babies' and 'Fancy Nancy'



Director & Animation Director

Little Blackstone Studios, Toronto, Ontario, Canada

April 2018 – May 2019

- Directed and lead a team of animators, storyboard artists, and other departments through a television series and ensured the production ran smoothly
- Other tasks include editing, storyboarding, production management, and voice recording



Senior Animator

SOHO VFX INC, Toronto, Ontario, Canada

November 2017 – April 2018

- Projects include 'Deadpool 2', 'X-Men: Dark Phoenix' and 'Game of Thrones'

**Senior Cinematics Animator****UBISOFT**, Toronto, Ontario, Canada**April 2017 – November 2017**

- Animator for the popular “Triple A” game franchise ‘Far Cry’
- Adapted to video game production environment and using Autodesk Motionbuilder to blend and layer hand keyed animation with motion capture data

**Lead Animator/Senior Animator****Jam Filled**, Toronto, Ontario, Canada**November 2013 – April 2017**

- High quota of high quality animation for legacy franchise while leading animation team

**Lead Animator/Senior Animator****Arc Productions**, Toronto, Ontario, Canada**November 2013 – April 2017**

- Created a high quota of animation within tight deadlines as well as supervised a team of up to 25 animators while keeping close communication between director and all other departments

**Animation/Layout/Previz/Tracking****Mr. X Inc.**, Toronto, Ontario, Canada**August 2011 – November 2013**

- Projects include VIKINGS, Resident Evil, CARRIE, POMPEII, and more

**Lead Animator****March Entertainment**, Toronto, Ontario, Canada**May 2010 - August 2011**

- Supervised/led a team of animators while managing my own animation quota

**CG Animator****Hatch Studios**, Toronto, Ontario, Canada**February 2010 – May 2010**

- Animated characters, props, text, and cameras for commercials using 3D Studios Max

**Lead Animator****Guru Animation Studio**, Toronto, Ontario, Canada**May 2006 – February 2010**

- Supervised/lead a team of animators while managing my own animation quota

**Animator****Red Rover Studios**, Toronto, Ontario, Canada**September 2005 - April 2006**

- Projects include: Disney's 'Get ED', and Disney's 'Chicken Little'

**Animator****Bardel Entertainment Inc.**, Vancouver, B.C. , Canada**March 2005 - June 2005**

- Adapted quickly to new studio, and city, and helped team meet tight deadline

**Animator/Layout/Previs artist****Calibre Digital Pictures**, Toronto, Ontario, Canada**August 2003 - May 2004**

- Character/creature animation, layout, and previs on multiple projects