

# Dennis Michael Chan

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## Highlights of Skills and Qualifications

- Expert knowledge of traditional animation principles, acting, film production and compositional design
- Ability to take on a delegated task with a minimum of supervision
- Knowledge of Unix and shell scripting
- Expert knowledge of Maya, proprietary and other software programs
- Excellent organization, communication and interpersonal skills
- Many years of experience in a similar role
- An understanding of rigs and typical rigging set-ups, animation pipelines and transferring data between tools
- The proven ability to work under pressure
- Being open to direction and able to embrace change
- Attention to detail
- Reliable, with good time keeping and the ability to meet deadlines
- A demonstrable commitment to creative collaboration within a team and with other departments

## Work Experience



**UBISOFT**, Toronto, Ontario  
**Senior Cinematics Animator**

**April 2017 – Present**

- Responsible for creating high quality animation for a “AAA” triple A game within a very large collaborative work environment.
- Proven able to easily adapt to new software and any technical problems that arise.
- Communicate and collaborate on a daily basis with my fellow animators as well as the rigging, modeling, and scripting/TD departments to complete assigned tasks.
- Experience working with motion capture data.



**Arc Productions**, Toronto, Ontario  
**Lead Animator**

**November 2013 – April 2017**

- Responsible for creating a high quota of high quality animation for big name properties within tight deadlines as well as supervising a team of up to 25 animators and keeping close communication with the director and all other departments.



**Mr. X Inc.**, Toronto, Ontario  
**Animation/Layout/Previz/Tracking**

**August 2011 – November 2013**

- Successfully and quickly adapted to a visual effects work environment/pipeline where I provided feature film quality animation, layout, previzualization and camera tracking within very tight and ever changing deadlines.
- Projects include: VIKINGS, Resident Evil: Retribution, CARRIE, POMPEII, The Mortal Instruments.



**March Entertainment**, Toronto, Ontario

**Lead Animator**

**May 2010 - August 2011**

- Supervised and led a team of animators while producing and managing my own high animation quota simultaneously
- Responsible for all character animation including creatures, props, and vehicles
- Duties include casting/assigning shots to team of animators



**Hatch Studios**, Toronto, Ontario

**February 2010 – May 2010**

**CG Animator**

- Responsible for all character animation, props, objects, vehicles, text, and cameras
- Animated within tight deadlines and constantly changing schedules
- Learned to use new software and technical tools on the job immediately
- Was very open to clients demands and notes



**Guru Animation Studio**, Toronto, Ontario

**May 2006 – February 2010**

**Lead Animator**

- Supervised and lead a team of animators while producing and managing own animation quota and deadlines at the same time
- Responsible for managing multiple deadlines and corresponding with Animation Supervisors, Directors, and TDs to make sure production flows properly



**Red Rover Studios**, Toronto, Ontario

**September 2005 - April 2006**

**Animator**

- Projects include: Disney's 'Get ED', and Disney's 'Chicken Little' pilot
- Responsible for all animation, including characters, vehicles and props
- Worked within a very tight production schedule and always met the high animation quota while still providing quality work



**Bardel Entertainment Inc.**, Vancouver, B.C.

**March 2005 - June 2005**

**Animator**

- Feature length film
- Helped animation/production team meet a quickly approaching deadline
- Adapted quickly to new studio, production team, production pipeline, and city

**Calibre Digital Pictures**, Toronto, Ontario

**August 2003 - May 2004**

**Animator/Layout/Previs**

- Animated alongside/on top of live action footage
- Worked very closely with directors, TDs, and pre-visualization team in order to successfully combine animation with complex live action and visual effects
- Responsible for visual effects animation and computer animated stunt doubles
- Required to realistically replicate in animation with proper weight and mechanics

## Education

**AnimSquad**

**2014 - 2015**

Expert Animation Workshop taught by Walt Disney Animation Studios Animators  
Worked with instructor Malcon Pierce, Supervising Animator on 'Moana' and 'Frozen'

**Centennial College, The Centre for Creative Communications** **Completed 2003**

Digital Animation Certificate of Achievement With Honours

- Computer Animation, Life Drawing and Traditional Animation training
- Final Animation project/Thesis Film scored an average of 98%