



Keith Osborn

Profile

Character animator with nine years of experience in various disciplines of animated filmmaking, specializing in character animation, for numerous industries including film, video, commercial and video games. Five years experience teaching animation.

Experience

ANIMATOR, FREELANCE; TALLAHASSEE, FL — 2006-PRESENT

Provide character animation for a variety of clients, most recently on the Warner Brother theatrical “Road Runner” cartoons, released in 2010 and a new series set for release throughout 2012.

ANIMATION INSTRUCTOR, ANIMATIONMENTOR.COM — 2011-PRESENT

Mentoring animation students.

ANIMATION INSTRUCTOR, RINGLING COLLEGE OF ART AND DESIGN; SARASOTA, FL — 2006-2011

Teach college sophomores, juniors and seniors basic and advanced computer animation concepts covering the entire production pipeline. Topics include character design, story development, modeling, surfacing, rigging, animation, lighting and rendering. Collaborated with 2D animation and concept development faculty in continued development of the curriculum. Initiated the use of video feedback on student work. Proposed and employed use of an online collaborative tool. Became Junior Class Lead in 2008, responsible for post-mortem project discussions, leading junior faculty meetings, and curriculum development.

ANIMATOR/ANIMATION SUPERVISOR, REELFX; DALLAS, TX — 2002-2006

Worked on numerous projects for film, video, commercial and game work including Disney’s “The Wild”, “Boz the Bear” video series, “G.I. Joe Valor vs. Venom” DVD and game cinematics for “Halo 2”.

ANIMATOR, DIGITAL MODELER AND STORYBOARD ARTIST, PECULIAR PICTURES; SARASOTA, FL — 2002

Contributed storyboards, modeling, texturing, rigging and animation for “Hermie, the Common Caterpillar” and “Flo, the Lyin’ Fly”.

COMPUTER ANIMATION INTERN, CENTRAL INTELLIGENCE AGENCY; LANGLEY, VA — 2001

I can neither confirm nor deny any involvement with the CIA.

Education

Ringling College of Art and Design, Sarasota, FL — Computer Animation, 2003