

Keren Albala

www.kerenalbala.com/reel.html

TheMagicSlug@gmail.com

SOFTWARE SKILLS: Maya, After Effects, Flash, Photoshop.

EDUCATION:

- 2009-2010 **Animation Mentor**
Advanced Character Animation Studies.
- 2004-2008 **University of Southern California**
MFA in Animation and Digital Arts.
- 1996-2001 **University of California, Berkeley**
BA in Art Practice, emphasis in Film and Video.

WORK EXPERIENCE:

- August 2011-
December 2011 **Animator and Team Lead, *Hydrogen Whiskey Studios***
Managed a team of animators working on cinematics for *Kinect: Star Wars*. Was responsible for keyframing body and facial animation, staging and camera animation.
- July 2010-
February 2011 **Animator, *Heavy Iron Studios***
Used Maya to keyframe stylized creature animations for Spinmaster's *Bakugan*. Keyframed and edited human motion capture for THQ's *UFC Personal Trainer*. Began as an intern and was hired on fulltime.
- April 2010-
July 2010 **3D Environment Artist, *USC Interactive Media Division***
Used Maya and Photoshop to model and texture original environments for an educational Microsoft Surface game.
- September 2008-
February 2010 **2D+3D Artist/Animator, *Untamed Science/Pearson Education***
Created 30 second animations on educational topics. Duties included research, storyboarding, modeling, texturing, and animating.
- September 2005-
Present **After Effects Artist/Animator, *Mattel [freelance]***
Created promotional 2D animated shorts in After Effects to showcase new toys and products.

AWARDS AND SCREENINGS: *The Collection*, MFA Thesis Film:

- Annecy International Animation Film Festival 2009: Official Selection.
Ann Arbor Film Festival 2009: Best Animated Film.

LANGUAGE/OTHER SKILLS: Fluent in Spanish, roller derby.