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CORTLAND BECHTELL

Objective:

My life goal is to work on character animation in a large feature production film or game.

Education:

Minneapolis College of Art and Design – BFA in Animation – Graduated
May 2007

Job Experience:

- Freelance Graphic Designer – (2007 to Present) Web Page Design, Logo Design and Coding / design implementation, Animation 2D/3D, After Effects Motion Graphics in a deadline oriented environment.
- Nickelodeon Internship – (2006) Character Animator and Editing Was a background designer, colorist, After Effects compositor and background character animator in a team of four producing a Quick Toon short for Nickelodeon called “The Crush”.
- Ares Entertainment – (2006 to 2007) 3D Still Artist Was a modeler, texture artist, lead fur dynamics artist and rendering supervisor for the children’s book Venus and Gus: Go to the moon. Also was a 3D still artist for backgrounds of the comic book “Mars 1”.
- Fuzzy Duck – (2008) Freelance DVD Authoring Created a new DVD layout for Fuzzy Duck’s company demo reel. Worked in DVD Studio Pro and After Effects to author the DVD quickly and efficiently.

Achievements:

- Won the Friends of MCAD scholarship in the amount of \$24,000
- Won the Minnesota Technology Challenge two years in a row and given a superior rating.
- Received a High School letter in Drama and “Most Promising Actor Award”
- Lead editor publishing the Comic Heads’ anthology book CHP 2005.

Skilled in:

Software – Maya, After Effects, Adobe Photoshop, Illustrator, zBrush, ProTools

Hardware – 16mm Film, DV and HD Digital Video Cameras

Other – Learning new software and hardware quickly, troubleshooting and working on a team.

- references available on request