

Sashdy Arvelo

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Experience

[Wylie VFX, Los Angeles, CA](#)

Lead Animator, May 2021 - March 2023

- She-Hulk: Attorney at Law
- The Last of Us
- Extraction 2
- The Killer

[Mindshow, Los Angeles, CA](#)

Animation Supervisor, August 2019 - March 2021

- Keyframe animation for creative content pitches
- Managing internal team of artist to ensure all animation related needs are addressed
- Managing outsourcers to ensure production quality and deadlines are met
- Working closely with the pipeline department to develop an animation pipeline
- Working closely with the Creative Director to achieve his vision

[Tropic, Santa Monica, CA](#)

Lead Animator, February 2019 - April 2019

- Lead a small team for an advertisement campaign
- Working closely with the client to achieve their vision

[MPC, Los Angeles, CA](#)

Senior Animator, January 2019 - February 2019

- Character animation for commercials

[Digital Domain, Los Angeles, CA](#)

Animator, November 2018

- Character animation for a hologram concert

[Buck, Los Angeles, CA](#)

Animator, October 2018

- Character animation for commercials

[Oddfellows, Portland, OR](#)

Animation Director, June 2018 - September 2018

- Managed artists to ensure production quality and deadlines are met
- Worked closely with the Creative Director to achieve his vision
- Worked closely with the rigging department to review rigs and give feedback
- Working closely with the client to achieve their vision

[MPC, Los Angeles, CA](#)

Senior Animator, April 2018 - June 2018

- Character animation for commercials

[Animal Logic, Sydney](#)

Mid-Sr Animator, April 2017 - December 2017

- Character animation for Peter Rabbit

[MPC, Los Angeles, CA](#)

Animator, September 2016 - December 2016

- Character animation for commercials

[Digital Domain, Los Angeles, CA](#)

Animator, May 2016 - July 2016

- Animation for a film
- Facial animation for a hologram concert

[Framestore, Los Angeles, CA](#)

Lead Animator, August 2013 - March 2016

- Animated commercials with a variety of characters, creatures and rigid objects
- Led small teams of 3-5 animators to ensure production quality and deadlines are met
- Worked closely with the Creative Directors and Director to achieve their vision
- Worked closely with the rigging department to review rigs and give feedback

[The Mill, Los Angeles, CA](#)

Animator, July 2013 - August 2013

- Character animation for a commercial

	<p>Logan, Los Angeles, CA <i>Animator, March 2013- May 2013</i> · Character animation for an E3 installation</p> <p>Framestore, Los Angeles, CA <i>Animator, October 2012- March 2013</i> · Animation for a variety of commercials</p> <p>Psyop, Los Angeles, CA <i>Animator, February 2012- October 2012</i> · Animation for a variety of commercials</p> <p>Framestore, New York, NY <i>Animator, August 2011- December 2011</i> · Animation for a variety of commercials · Camera and body tracking for film</p> <p>Psyop, Los Angeles, CA <i>Animator, January 2011- April 2011</i> · Character animation for a short film</p> <p>Framestore, New York, NY <i>Animator, October 2010- December 2010</i> · Animation for a variety of commercials</p> <p>Framestore, New York, NY <i>Intern, June 2010</i> · Animation for a variety of commercials</p>
Credits	<p>Commercial: <i>Geico, Coca Cola, Pepsi, Target, Ford, Twinings, Alka Seltzer, Carfax, Beats by Dre, Pom, Skylanders, Toshiba, Friskies, Crown Royal, Nesquik, Game of War, Netflix, Chevy, Jolly Ranchers, Bundaburg, Planters, Morrisons, The Sims, Toaster Strudel, Kellogg's, Blue Bunny, BMW, Google</i></p> <p>Film: <i>The Smurfs Movie: Camera Tracking/Matchmove Artist</i> <i>All I See Is You: Animator</i> <i>Peter Rabbit: Mid-Sr Animator</i> <i>Extraction 2: Animator</i> <i>The Killer: Animator</i></p> <p>TV: <i>She-Hulk: Animation Lead</i> <i>The Last of Us: Animator</i></p>
Education	School of Visual Arts, New York, NY / Bachelors in Fine Arts 2006-2010 / Major : Computer Art
Awards	<p>Designed Animated Logo for Tribeca Film Festival 2008</p> <p>School of Visual Arts Deans List 2006-2010</p> <p>Cannes Gold Lion: Lead Animator on Beats by Dre Campaign</p>
Software	Autodesk Maya, Adobe Photoshop, Adobe After Effects, Linux/ Windows/ Mac OS