

**Paul Naas**

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**Experience Summary:**

Over 15 years of animation experience, encompassing traditional, 3D, and Flash. Over three years of teaching experience with students of various experience and skill levels. Experienced in multiple graphics disciplines and several industry-standard animation tools. Experienced in developing content for ages from preschool to adult. Three years of team leadership experience, with responsibilities including scheduling, resource allocation, liaison with clients and subject matter experts, project and personnel management.

**Professional Experience:****San Francisco State University; San Francisco, CA***Spring 2008 and Fall 2008**Lecturer, Cinema department*

*Spring 2008* – taught class in audio synch. Prepared and presented examples and exercises relevant to student assignments. Advised students on class assignments and larger projects.

*Fall 2008* – teaching introduction to animation class. Lectures and presentations on principles of animation, body mechanics, shot composition, and basics of work flow (page flipping, spacing charts, etc). Provide critique and feedback on student assignments.

**Canada College; Redwood City, CA***January 2007–Present**Adjunct Faculty, Multimedia department*

Design and implement course content for introductory and advanced animation classes. Teach classes in Introduction to 3D and Character Animation using Maya as the animation tool. Participate in interview process for new faculty. Fill in for other faculty members as requested.

**BZillions/C2 Gaming; Las Vegas, NV***July 2004–Present**Game Designer/Developer (contract)*

Working remotely, design and create art assets for video slot machines. Create game theme, reel symbol sets, characters, animation, backgrounds, and bonus games. Design and create glass art and sales brochures. Coordinate with graphic designer in Las Vegas to deliver art files to programming staff.

**Digital Praise; Fremont, CA***May 2005–June 2005**Animator (contract)*

Animated cinematics (characters and environmental elements) for “Adventures in Odyssey – The Great Escape,” using Flash. Rigged existing Flash character elements for animation and created new character elements as necessary to complete shots. Coordinated with other team members to acquire and distribute character elements, backgrounds, and sound files while working offsite.

**Crawford and Associates; Palo Alto, CA***June 2004–June 2005**Web Animator (contract)*

Developed and delivered Flash-based animation elements and page content for e-learning projects. Work included character, effects, and text animation.

**Cisco Systems; San Jose, CA***December 2002–April 2004**Web Animator/Content Developer*

Designed, developed, and executed web-based e-learning content for Human Resources. Learning delivered via short animation, interactive games, comic strips, and interactive video. Responsibilities included conferring with subject matter experts, project scheduling, character design, storyboarding, asset creation, animation, and Actionscript coding.

**Program Manager, Multimedia***October 2001–December 2002*

Managed a multimedia development team producing web sites, CD-based products, and multimedia presentations. Responsible for defining scope of projects, identifying resources, assigning team members, developing art assets, scheduling, tracking progress, and ensuring timely completion of projects. Recast team from R&D role to one of product support, resulting in a 75% increase in team productivity in the first year.

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**Cisco Systems (continued)**

*Web Animator/Content Developer*

*September 2000–October 2001*

Designed and executed interactive documentation for technical publications, using Flash and 3D tools. Worked with subject matter experts to ensure accuracy and completeness of information presented. Optimized final Flash content to lower bandwidth requirements and provide a better viewing experience for customers.

*3D Modeling and Animation (part-time freelance)*

*May 1998–September 2000*

Working remotely, designed and executed 3D-animated sequences for Enterprise Line of Business Online Quick Start guides. Created 3D models and texture maps of Cisco hardware, using technical drawings and photos as reference. Designed individual scenes to best illustrate installation step being described. Rendered final sequence and delivered to Cisco Web Shop group for incorporation into Quick Start web pages.

**Casino Data Systems; San Carlos, CA**

*Senior Animator/Artist*

*February 1998–September 2000*

Designed characters, environments, game play, and bonus games for video slot machine products. Created 3D models of characters and environments, texture maps, and player interfaces. Rigged and animated characters and environmental elements and add post-production effects. Prepared artwork to programmer's specifications for incorporation into the games. Served as project lead, coordinating the work of up to three other artists. Directed and animated promotional video for in-casino advertising of "Monkey Business" game. Directed and animated promotional video for "Easy Street" game.

**Disney Institute (Walt Disney World Co.); Orlando, FL**

*Animator/Animation Instructor*

*October 1995–January 1998*

Instructed in traditional, computer, and stop-motion animation techniques, character design, and voiceover. Developed and implemented elements of animation curriculum. Created computer and traditional animation for public service announcements and short subjects. Designed and modeled characters for traditional and computer animated projects and instructional use. Created character designs and print cartoons for non-profit organizations such as Give Kids the World and the American Red Cross. Developed and implemented animation curriculum for Disney Cruise Lines. Gave interviews to TV, radio, and print media, describing the Disney Institute offerings and experience. Interviews included:

CBS This Morning (CBS)

Very Merry Christmas Parade (ABC)

Walt Disney World Inside Out (Disney Channel)

Home Matters (Discovery Channel)

NBA Inside Stuff (ESPN)

National Public Radio

Newsweek

New York Post

Associated Press

Knight-Ritter News Service

Participated in live performances showcasing animation techniques, retrospectives of personal work, and radio drama. Served as technical liaison with the contractor who maintained our computer equipment. Researched and recommended new technology for our computer animation studio.

**Northstar Studios; San Mateo, CA**

*Lead Character Animator*

*May 1994–September 1995*

Provided character design, animation, and direction for video game projects. Served as lead artist on a number of projects, overseeing the work of a team of five artists. Trained staff artists in the fundamentals of animation and motion. Reviewed, approved, and suggested revisions of character animation created for game play. Responsible for the look and feel of video game characters, interfaces, and screen displays. Worked in both traditional and CGI techniques.

**Professional Memberships:**

ASIFA-San Francisco

ASIFA-Hollywood

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**Significant Achievements:**

- Created cover illustration and text illustrations for the revised edition of "Acting for Animators" by Ed Hooks (published August 2003).
- Served twice on selection committee for the Gordon Thomas Memorial Animation Scholarship; San Francisco State University (May 2006, May 2008)
- Created and presented animation seminars for the Children's Discovery Museum of San Jose (August 2005, March 2006, July 2006)
- Completed three theatrical short subjects: "Nature Nuggets Part 1," "Bucky's Secret Life," and "Take Your Pick." "Nature Nuggets" is currently available on the web at [www.3btv.com](http://www.3btv.com) and [www.animatorsunite.com](http://www.animatorsunite.com). "Bucky's Secret Life" and "Take Your Pick" have been shown in the Spike and Mike Animation Festivals.
- Collaborated via the internet on two film projects: "UNICEF PSA - Non-Discrimination," and "Flailing Arms," an international compilation project.
- Worked on station IDs for MTV. On these spots I did animation, cel painting, and assisted with filming.

**Additional Skills:**

*Musician* - clarinet, guitar, and saxophone. Played in various bands, formally and informally. Toured Europe with 20-piece jazz band. Performed at corporate functions, fundraisers, and civic events.

*Voice Actor* - Trained with voice actors and directors such as Susan Blu, Ginny McSwain, Thom Pinto, and Samantha Paris. Worked as a professional voice actor in the San Francisco market. Client included:

Walt Disney World Co  
Sunshine Crackers  
Nintendo

Chevrolet  
The Learning Co.  
Sony Interactive

KEZR-FM  
Red Sky Films  
UbiSoft

**Education:**

*MFA, Animation (in progress);* Academy of Art University, San Francisco, CA. Estimated completion Spring 2009.

*BA, Advertising, 1987;* San Jose State University, San Jose, CA

*AS, Computer and Information Systems, 1984;* College of San Mateo, San Mateo, CA

*Certificate in Technical Communications, 1994;* De Anza College, Cupertino, CA

**Educational Achievements:**

*Member, Phi Theta Kappa;* International honor society of the two-year college

*Dean's Scholar;* San Jose State University, San Jose, CA

**Additional Artistic Training:**

Richard Williams Animation Masterclass; June 1997

Completed the two-year animation curriculum at De Anza College, Cupertino, CA

Courses in drawing, figure drawing, and technical illustration at De Anza College, Cupertino, CA

**Computer Skills:**

*Hardware:*

PC (Windows XP, NT, 2000, ME, 98, DOS), Macintosh

*Software:*

Maya, Lightwave, Flash, Photoshop, After Effects, Illustrator, Swift 3D, Final Cut Pro, Dreamweaver, Word, Excel, PowerPoint