

Paul Naas

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Experience Summary:

Over twenty two years of animation/graphics experience. Eight years of college-level teaching experience, including course content development. Ten years of team leadership experience, including scheduling, budgeting, resource allocation, and working with subject matter experts.

Professional Experience:

Canada College; Redwood City, CA

Assistant Professor, Program Coordinator; Digital Art & Animation 2010 – Present

In addition to duties listed under Adjunct Faculty, schedule and budget lab assistants, schedule and execute department activities, serve on various campus committees, propose and write course outlines for new course offerings, ensure that course descriptions and content meet or exceed state requirements.

Adjunct Faculty, Digital Art & Animation

2007–2010

Design and implement course content for introductory and advanced animation classes. Teach classes in introduction to 3D, character animation, Flash, multimedia careers, motion graphics, and history of animation.

San Francisco State University; San Francisco, CA

2008–Present

Lecturer, Cinema department (Animation)

Lecturer, College of Extended Learning (Animation)

Teach classes in animation principles, 3D computer animation, audio synch, and preproduction. Prepare and present examples and exercises relevant to student assignments. Provide advice and critique on student work.

BZillions/C2 Gaming; Las Vegas, NV

2004–2008

Game Designer/Developer (contract)

Working remotely, design and create art assets for video slot machines. Create game themes, design gameplay, reel symbol sets, characters, animation, and backgrounds. Design and create glass art and sales brochures.

Crawford and Associates; Palo Alto, CA

2004–2005

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

2000–2004

Web Animator/Content Developer

Designed, developed, and executed web-based e-learning content for Human Resources and technical publications using Flash and 3D tools. Character design, storyboarding, asset creation, and animation.

Casino Data Systems; San Carlos, CA

1998–2000

Senior Animator/Artist

Modeled, rigged, and animated game elements and bonus games for video slot machine products. Project lead, coordinating the work of up to three other artists. Directed and animated promotional videos.

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

1995–1998

Animation Instructor/Animator

Instructed in traditional, computer, and stop-motion animation techniques, character design, and voiceover. Developed and implemented elements of animation curriculum. Developed and implemented animation curriculum for Disney Cruise Lines. Lead animator on several short-form animation projects.

Northstar Studios; San Mateo, CA

1994–1995

Lead Character Animator

Senior character animator for video game projects. Led team of five artists. Trained staff artists in the fundamentals of animation and motion. Reviewed, approved, and provided feedback on in-game animation.

Education:

MFA, Animation, 2011; Academy of Art University, San Francisco, CA
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

Professional Memberships:

Visual Effects Society
SIGGRAPH San Francisco chapter
ASIFA-San Francisco

Computer Skills:

Hardware: PC, Macintosh
Software: Maya, Mudbox, Flash, Photoshop, After Effects, Illustrator,

Significant Achievements:

Wrote "Maya 2013 Essentials" and "Maya 2014 Essentials" for Sybex/Wiley Press
Directed four video bumpers for TEDxNASA @ Silicon Valley 2011 conference.
Directed animation for "FunChat" (Fun Mobility), leading a team of three animators (2010)
Directed :30 animated trailer for 2010 "Berlin And Beyond" film festival, San Francisco
Illustrated "Acting for Animators," revised and third editions, by Ed Hooks (August 2003, May 2011).
Created and presented animation seminars for the Children's Discovery Museum of San Jose (August 2005, March 2006, July 2006, June 2009).
Served as a judge in traditional animation category; Multimedia & Entertainment Initiative's Media Arts Awards (Spring 2009).
Served on selection committee for the Gordon Thomas Memorial Animation Scholarship; San Francisco State University (2006, 2008, 2009, 2010)
Animated cinematics (characters and environmental elements) for "Adventures in Odyssey – The Great Escape" (Digital Praise, 2005).
Completed four theatrical short subjects:
 "Rabbit Test" (2011). Screened at Pacific Film Archives "21st Century Animation" screening, 2011.
 "Nature Nuggets Part 1" (2002). Online at www.3btv.com and www.animatorsunite.com
 "Take Your Pick" (1995). Toured in "Spike and Mike's Sick & Twisted Festival of Animation," 1995.
 "Bucky's Secret Life" (1992). Toured in "Spike and Mike's Original Festival of Animation," 1994.
Participated in faculty art gallery shows:
 "Images: Static and Kinetic," Cañada College Art Gallery (November 2011)
 "Analog To Digital And Back Again," Cañada College Art Gallery (November 2008)
Lead animator on public service announcements for UNICEF:
 "Non-Discrimination" (1999).
 "The Child's Opinion" (1997). Screened at Annecy International Animation Festival.
 "Tune In To Kids" (1996).