

Justin Henton

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Highlights

Solid educational background in art and design, which includes completion of a Bachelors Degree in Animation

Excellent team player, experienced working in production environment to create next-generation games

Excellent time management skills, good leadership and problem solving skills

Work Experience

Electronic Arts Canada

Character Animator

2005-Current

Responsible for planning and animating next-gen in-game cut scenes with emphasis on facial performances for *Skate, Fifa 07, Fifa 06: Road to World Cup, Fifa 06: World cup*

Duties include: Storyboarding and pre-visualizing sequences, directing mocap shoots, cleanup of motion capture data, keyframe facial animation and working with proprietary tools to implement animations into the game.

Concept Artist and Modeler

Freelance

2004-2004

Worked as a concept artist creating several character designs and 3D models for a game prototype

Education

Emily Carr Institute of Art and Design, Vancouver BC 2001-2005

Bachelors of Media Arts with a major in Animation

Courses included:

Animation Techniques, Computer Animation, Sound for Animation, Photoshop Basics, After Effects, Anatomical Drawing, Drawing for Animation, Creative Process

Festivals/Awards

Siggraph, San Diego, 2007 – Esc

Animex, London, 2007 – Winner – Game Design Award: Esc

Short Shorts Film Festival, Japan, 2006: Esc

Sci-Fi London, London 2006: Esc

Vancouver Film Festival, Vancouver, 2005: Esc

Vancouver Asian Film Festival, Vancouver 2005: Esc

Great Canadian Art Competition, Vancouver, 2005 - (Animation award): Esc

Computer Skills

Software:

MotionBuilder

Maya

3D Studio Max

Adobe Photoshop

Adobe Premiere Pro

After Effects

Adobe Illustrator

Flash Mx

Painter

Microsoft Office

Zbrush

MudBox

Reference:

Available upon request