



John C. Abb

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EDUCATION

Bachelor of Fine Arts – Filmmaking Concentrating in Animation May 2024
University of North Carolina School of the Arts (UNCSA), Winston-Salem, North Carolina

Associate in Fine Arts – Visual Arts December 2019
Durham Technical Community College, Durham, North Carolina

Visual Effects Production Diploma September 2016
The Digital Animation and Visual Effects School (DAVE), Orlando, Florida

PROFESSIONAL EXPERIENCE

Owner/Founder – Right-Brained Studios, LLC June 2023 – Present

2D Artist/Illustrator/Graphic Designer (Internship) January 2025 – April 2024
– **UNIVERSAL PHOENIX GROUP LLC, Remote**

- Digitally illustrated unfinished model sheets for character in game “High Flyer”
- Storyboarded, drafted, illustrated and designed characters for an issue of company’s comic book series “Steam Dreams”
- Coordinated w/ fellow interns to make a digitally illustrated second draft issue of comic

2D Animator August 2023 – May 2024
– **2D Production, *Flag of Bone* (film), UNCSA, Winston-Salem, NC**

- Consulted on storyboarding to expand on action and emotional beats
- Animated, lined, and colored characters in action sequences
- 3D camera effects to achieve environmental depth

Co-Director/Director of Animation/2D Animator August 2022 – August 2023
– **2D Production, *The Legend of Midnight* (film), UNCSA, Winston-Salem, NC**

- Previsualized, storyboarded, and provided concept art and backgrounds
- Animated, lined, and colored characters
- 3D camera effects to achieve depth and parallax

Teacher’s Assistant (Volunteer) July – August 2017
– **Exceptional Minds, Los Angeles, CA**

- Program for students on the Autism spectrum
- Assisted in summer workshops teaching VFX and Digital Painting
- Helped students complete assignments and demo reels

Modeler/Rigger/ Texture Artist/Compositor September – December 2016
– **3D/CGI Production, *Every Time* (film), The DAVE School, Orlando, FL**

- Modeled, UV mapped, rigged, and textured 3D assets
- Rotoscoped and added glow effect into live action
- Rendered and Green screened actors into CG environment with textures and lighting

3D Animator July – September 2016
– **3D/CGI Production, *Green Harvest* (film), The DAVE School, Orlando, FL**

- Researched for environment and animation references
- Previsualized scenes to match the director’s vision
- Animated shots in Maya; set up camera and assets
- Polished Motion Capture data in Maya
- Hair & Cloth simulation of 3D assets

REFERENCES

Michael Bauer

Computer Graphics Supervisor
Industrial Light and Magic
818-378-7113
bauer@ilm.com

Spent some time consulting me during my job search

Jerone Dodd Jr.

Chairperson
Universal Phoenix Group, LLC
Atlanta, GA; Memphis, TN
jdodd@upg-corp.com

My boss during my Spring 2025 internship for UPG, LLC

SOFTWARE

Adobe After Effects | Adobe Photoshop | Adobe Premier Pro | Autodesk Maya | Toon Boom Harmony

ACHIEVEMENTS

- 2nd Degree Black Belt in Tae Kwon Do & Hapkido
- Eagle Scout for Boy Scouts of America (2014)
- Phi Theta Kapa Honor Society (Durham Technical Community College 2018)
- Associate in Fine Arts Award (Durham Technical Community College 2019)