**John C. Abb**

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**919-448-8078**

**https://www.johncabb.com | https://vimeo.com/user46846891 | www.linkedin.com/in/johncabb**

**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 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

**SOFTWARE**

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

**ACHIEVEMENTS**

Phi Theta Kapa Honor Society; Associate in Fine Arts Award

(Durham Technical Community College – 2019)