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**

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

**June 2023 – Present**

**January – August 2025**

* 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,” plus front and back cover art
* 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)