

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 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/Composer** **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)