

RYAN TRAN

2D Animator

Summary

- 2D animator who specializes in traditional animation, character design, storyboarding and layout.

Skills

- Traditional Animation
- Stop Motion Animation
- Storyboarding
- Illustration
- Character Design
- Layout Design
- Editing

Software

- Toon Boom Harmony
- Storyboard Pro
- TV Paint
- Adobe Photoshop
- Adobe After Effect
- Adobe Premiere Pro
- Microsoft Office

Experience

Studio X- Academy of Art University

San Francisco, CA

Kupala Night (animated short): Junior Animator – Animating 2 small scenes involving creature characters.

The Ribbon (animated short): Senior Animator – Responsible for animating 5 scenes of the main character and creatures, as well as giving feedback during meeting.

Dragons of Melgor (Pilot episode): Animation lead- Created character rig; animated 1 scene of a dragon; and provided instruction and feedback to animators in the team.

Nari Animation

San Francisco, CA

Trapanese (2D animated music video): Clean-up Artist- cleaned up rough character animation for 4 scenes.

2D-Rhymes

San Francisco, CA

Uncle & Donkey: Animator – Animated 3 scenes in Adobe Animate.

Education

Academy of Art University

San Francisco, CA

School of Animation & Visual Effects

Bachelor of Fine Arts, Career Interest in 2D Animation (2014 – 2019)

Master of Arts, Career Interest in 2D Animation (2020 – 2022)

Awards

Academy of Art Animation Spring Show 2020- 2D Animation Scene BFA Runner Up

Academy of Art Animation Spring Show 2019- 2D Animation Dialogue Test BFA Runner Up