

# Charles “Chip” Carle

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[www.ccarle3d.com](http://www.ccarle3d.com)

## Objective:

Continue to grow my talents and career at a game or film studio as an Animator.

## Employment History:

Cinematic Animator                      **Sony (SCEA)**                      06/2011 – 11/2011

Animator                                      **Pendulum Studios**                      12/2009 – 05/2011

## Experience:

Uncharted 3 – Drake's Deception                      06/2011 – 09/2011

Cinematic Character, Keyframe Facial/Lip-sync  
Body motion capture editing

Captain America: Super Soldier – Trailer                      03/2011 – 05/2011

Character, Vehicle, Facial / Lip-sync

Thor: God of Thunder – Trailer                      01/2011 – 03/2011

Character, Non-traditional, Facial / Lip-sync  
Hair Simulation

Red Faction: Armageddon                      08/2010 – 03/2011

Character, Vehicle, Non-traditional, Facial / Lip-sync  
Ragdoll Dynamics, Cloth Simulation, Shot Direction

Tron: Evolution                      02/2010 – 08/2010

Game-play Cycles, Character, Facial / Lip-sync  
Camera Animation and Editing

Iron Man 2: The Video Game – Prologue Trailer                      01/2010 – 02/2010

Cinematic Keyframe Character Animation

## Software:      **Fluent:**

Maya, Motionbuilder

## **Knowledgeable:**

3DS Max, Recap, After Effects

## Education:

Full Sail University                      09/2006 – 10/2008

Winter Park, FL

Bachelor of Science Degree in Computer Animation

Calvert Vocational Center                      08/2004 – 06/2006

Prince Frederick, MD

Graphic Arts

Member of the National Technical Honor Society

## References:

Mike McCormick

Director & Co-Founder                      Pendulum Studios                      #(619) 725-0750

James Jones Jr.

Senior Animator                      Sony (SCEA)                      #(410) 936-9116