

SEAN NEWTON

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FORMAL EDUCATION

University of Southern California, School of Cinematic Arts

May 2012

Bachelor's Degree in Animation and Digital Arts with minor in Entrepreneurship

Dean's List – Academic Honors

WORK EXPERIENCE

Design Production Coordinator

January 2019 – Current

DreamWorks Animation Television – Glendale, CA

- Supervise all designs being created for the series, *Kipo and the Age of Wonderbeasts*, to be released on Netflix in 2020.
- Work closely with the Art Director to manage an in-house design team consisting of 3 Layout Artists, 2 Character Designers, and a Prop Designer.
- Responsible for directing and mentoring 2 Production Assistants on our Production Team.
- Perform daily check-ins with our designers to confirm that their assignment deadlines are properly met.
- Collaborate with our Executive Producer, Supervising Director, 2 Storyboard Directors, 3 Storyboard Revisionists, and Production Team to determine overall designs for each episode.
- Oversee the shipment of all design elements to our animation studio in South Korea on a weekly basis. Ensure that all of the background, character, and prop designs are properly called out in our episodic lead sheets and that the correct designs are delivered for animation.
- Utilize Shotgun software to effectively manage and track the statuses of all designs in our asset pipeline.
- Coordinate between our Building Operations and IT teams to determine space moves for incoming new hires and existing employees within the department.

Production Assistant

November 2017 – January 2019

DreamWorks Animation Television – Glendale, CA

- Worked closely with our Art Director to prepare in-house assets for our Character Designer, Color Stylist, 3 Layout Artists, and 3 BG Painters.
- Regularly tasked designs and forwarded feedback via email to our freelance team consisting of 9 Character/Prop Designers and 8 Layout Artists.
- Helped ship design assets to our partner studio via Signiant on a weekly basis. Took charge in packing designs, assembling Storyboard Pro files, performing scene callouts, updating design breakdowns, and preparing all requested materials needed for each episode.
- Worked closely with our third board team in Canada and ensured that they received all necessary designs and files during the boarding phase.
- Utilized Storyboard Pro to help insert in dialogue, action notes, and labels in all episodic sequences.
- Additional Duties: Taking meeting notes, ordering office supplies, breaking down scripts for asset design counts, scanning documents, and printing artwork.

Facilities Clerk

January 2017 – November 2017

DreamWorks Animation Television – Glendale, CA

- Responsible for sorting and distributing mail across 5 floors occupied by DWA Television.
 - Additional responsibilities included: ordering office supplies for our main copy room, stocking paper for each of our floors, hanging up artwork, and helping to set up for weekly company sponsored events.
 - Provided daily coverage for front desk receptionist while they take their lunch break. Duties involved answering phones, registering visitors, validating parking tickets, and signing for incoming vendor deliveries.
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Realtime Production Artist

November 2015 – June 2016

Reality Check Systems – Burbank, CA

- Using Vizrt Artist software, created hundreds of animated real-time graphics for our television network clients: *CBS Sports, MLB Network, ABC7 News, and NFL Network*.
- Tracked designs using programs such as FileMaker Pro, Atlassian JIRA, and Office 365.
- Updated production calendars, met with show Producers, prepped files in Photoshop, and made notes on each of the Viz scenes being worked on by our individual artists.

Junior Viz Artist (Binding Contract)

February 2015 – September 2015

NFL Network – Culver City, CA

- Created an entirely new graphics package for the network's highlight program, *NFL Replay*.
- Designed, animated, and scripted scenes in Vizrt Artist software. Tested and built templates in Viz Trio.
- Produced individual graphics and Viz Virtual set scenes for their web-based program, *NFL Now*.
- Assisted various show Producers, production departments, and control rooms with troubleshooting.
- Helped manage project calendars using FileMaker Pro.

Production Assistant

May 2013 – September 2014

Unified Pictures – Northridge, CA

- Actively involved in the pre-production pipeline for a CG animated feature film in development.
- Typed up all notes during meetings and ensured that they were passed along to our in-house Director, animators, and overall design team.
- Scanned in hand-drawn storyboard panels and organized them onto presentation boards.
- Assisted our receptionist in answering phones, photocopying documents, delivering mail, picking up food orders, going on runs, greeting guests, purchasing office supplies, stocking supply closets, keeping track of inventory, and cleaning the general workspace.

"Journeyman" – Animated Senior Thesis Film

Spring 2011 – Spring 2012

- Directed and organized a group of artists to specialize in certain areas of production.
- In charge of all 3D modeling, texturing, lighting, rendering, and animation using Autodesk Maya. Used Adobe After Effects for editing/compositing.
- Kept track of production schedules and timelines using Microsoft Excel.

Animation/Graphics Intern

Spring 2011 – Fall 2011

Acme Filmworks – Hollywood, CA

- Edited and created graphics for recorded interviews shot at FMX 2011 and Siggraph 2011 conventions.
- Digitally cleaned up famous animated director student films using After Effects.

SOFTWARE/TECHNICAL SKILLS

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|-----------------------|---------------------|-----------------|--------------------|
| • Adobe Photoshop | • Adobe Bridge | • Shotgun | • Microsoft Office |
| • Storyboard Pro | • Autodesk Maya | • VBScript | • 3D Printing |
| • Adobe After Effects | • Adobe Illustrator | • Final Cut Pro | • Atlassian JIRA |
| • VizRT | • FileMaker Pro | • Cinema 4D | • Adobe Premiere |