

**Gregory Rizzi**  
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<b>Profile</b>	A creative artist interested in animation and its ability to tell a story. Experiences include character animation and rigging, as well as compositing, rotoscoping, 3D layout, and camera animation.
<b>Education</b>	<b>University of Central Florida, Orlando, FL</b>  Bachelor of Arts Degree in Art – Computer Animation – May 2002  <b>Animation Mentor</b>  Currently enrolled in online animation school earning certificate in Advanced Studies in Character Animation.
<b>Employment History</b>	
<b>September 2005 – Present</b>	Lucasfilm Animation, Skywalker Ranch, Nicasio, CA <b>Previz Animator – Upcoming Animated Series</b>  Responsible for animating camera, staging characters and action, as well as rough character animation for 3D animated television show.
<b>April 2005 – August 2005</b>	Electronic Arts, Redwood City, CA <b>Character Animator – The Sims 2 Console</b>  Animated Sims characters for Social Mode of Sims 2 Console game. Was responsible for illustrating emotion and acting through animation of Sims characters interacting with one another.
<b>January 2005 – March 2005</b>	Halon Entertainment, Emeryville, CA <b>Previz Supervisor – Eight Below</b>  Modeled, rigged, and animated 3D assets, as well as edited shots for previsualization.
<b>May 2003 – October 2004</b>	Lucasfilm, Skywalker Ranch, Nicasio, CA <b>Previz Animator - Star Wars: Episode III – Revenge of the Sith</b>  Worked directly with director George Lucas in completing all elements associated with shots for high-end animatics. This included character animation, camera animation, rigging, green screen removal, set extension, rotoscoping, and compositing.
<b>Computer Knowledge</b>	Maya, 3D Studio Max, After Effects, Boujou, Premier, Photoshop, Illustrator
<b>References</b>	Professional references available upon request.