

Jean-Paul Bondy

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objective

Seeking employment in Animation / Design in a Directing, Development or Art Direction capacity in Los Angeles, New York, Canada or Europe. Position should exploit my existing talents and past experience, while presenting me with the opportunity to acquire new skills, knowledge, professional growth & further advancement.

animation/graphic experience

October 2007-Present

Nickelodeon Animation Studios

Background Layout and Color Design

Ni Hao Kai Lan

Burbank, CA

Original background layout, bg color, character, prop and FX color.

April 2007-July 2007

Jim Henson Studios

Background and Storyboard Painter

Unstable Fables (3D)

Hollywood, CA

Original background, storyboard and character painter.

March 2005-April 2007

Nickelodeon Animation Studios

Background Painter

Avatar: The Last Airbender

Burbank, CA

Original background and key painting. Including: texture painting, 3D model painting and story painting.

Jan 2005-March 2005

Jim Henson Studios

Color Designer

Hattie Hagby

Hollywood, CA

Worked closely with Creators and Executive-Producer to paint and build presentation artwork for development. Including: full bible layout, character lineup painting and rendered prop painting.

2003-2004

Hahn Film / Berlin Animation Film

Berlin, GER

Color Designer

Happily Never After

Original color development of 3D animated feature in co-operation with Vanguard Pictures, Los Angeles, California. Developed: lighting, texture, and color design of all props, characters and special FX.

2002-2003

Berliner Film Company / Warner Brothers

Berlin, GER

Color Designer

Boom Crew

Original color development and production of animated series in co-operation with Kids WB.

2000 - 2002

Nickelodeon Animation Studios

Burbank, CA

Color Director

Invader Zim

Supervised color department, produced all color development for the series, as well as directed background and character painters. Other duties included: all color retake sessions, color correction, post-production artwork, main-title sequence and credit layout and design.

2000 - 2002
 Nickelodeon Animation Studios Burbank, CA
 Color Designer / Presentation Artwork Painter
The Strays
 Original color development of full length animated feature with Paramount Pictures.

2000 - 2002
 Nickelodeon Animation Studios Burbank, CA
 Background and Character Painter / Color Development
The Turkey" and "Kung Fu Spy Troll
 Worked closely with Creators and Executive-Producer to paint & build presentation artwork for development.

June 2001 – September 2001
 Red Sky Interactive / Cartoon Network Seoul, Korea and
 Freelance Color Supervisor Los Angeles, California
Harvey Birdman; Attorney at Law
 Created and directed two teams of bg key and layout painters.

1996 - 1999
 Sony Pictures Entertainment / Columbia Tristar Children's Television Burbank, CA
 Color Designer
 Worked on a variety of children's animated series. Including: *Godzilla, Heatseekers, Men In Black, Big Guy and Rusty the Robot, Extreme Ghostbusters* and *Dragon Tales*.

1995 - 1996
 Spümco Hollywood, CA
 Color Designer / Layout Designer / Graphic Artist / Animator
 Supervised and designed color and layout for *Comic Book*. Digital background re-touching and animation for Bjork music video *I Miss You*.

1994-2002
 Freelance Colorist / Layout Artist / Graphic Designer
 Studios: Nickelodeon Commercials, Hallmark, Klasky Csupo, Xbox Magazine, WB, MTV Networks, Doritos, 2K Marin, Fox Sports West, Applause, Atlantic Monthly, TV Guide, KMM Productions

skills and program knowledge

- » Graphic Design
 Proficient: Adobe Photoshop CS, Corel Painter, After Effects, Final Cut
- » Interactivity and Animation
 Working Knowledge of Flash, Dreamweaver, HTML, Streamline
- » Layout and Print
 Quark XPress, InDesign, Illustrator
- » Management and Business
 MS Word, Excel, PowerPoint, Office
- » Miscellaneous
 Expert in nearly all audio software. Including: Logic Audio, Bias Peak, ProTools, and SonicWorx.
 Experienced in recording, engineering and advanced within most sound studios.