

Jay Grenier

3861 Mentone, Apt. #1

Culver City, CA 90232

jayonidas@gmail.com (508)274-9524

TECHNICAL SKILLS

Autodesk Maya, Autodesk 3DS Max, Character Studio, Adobe After Effects
Linux, Mac, and Windows Environments

ANIMATION EXPERIENCE

Animator (October 2008 - Present)

Image Metrics (www.image-metrics.com), Santa Monica, CA

Phone: 310-656-6565

ATTN: Pete Busch (Director of Production)

Notable Projects:

-Grand Theft Auto IV, Episode 1 (Downloadable Content- Rockstar Games)

Viking Animator (August 2008 - August 2008)

FJORG! @ ACM Siggraph 2008, Los Angeles, CA

Animator (March 2008 - May 2008)

Seven Studios (www.sevenstudios.com), Los Angeles, CA

ATTN: Felix Hamaguchi (Lead Designer - JGI), Buck Chantel (Art Director)

Notable Projects:

-Nine (Next Gen Video Game- Seven Studios/Universal Pictures)

Animator (November 2007-March 2008)

Image Metrics (www.image-metrics.com), Santa Monica, CA

Phone: 310-656-6565

ATTN: Pete Busch (Director of Production)

Notable Projects:

-Grand Theft Auto IV (Next Gen Release- Rockstar Games)

-Colon Cancer PSA 60 Second Commercial (The Mill)

-Gears of War 2 (Next Gen Video Game Release Test- Epic Games)

-Lionhead (Next Gen Video Game Release Test- Microsoft)

-Various internal projects and tests for television, game and film projects.

EDUCATION

AnimationMentor.com

Diploma in Advanced Character Animation Studies - June 2008

Mentored By:

Randy Haycock - *Disney*

Sean Ermey - *ReelFX*

Martin Hopkins - *Dreamworks*

Dave Vallone - *ReelFX*

Ricardo Curtis - *House of Cool*

Don Crum - *Pixar*

Mike Belzer - *Disney*