

Gavin Dell

317 Whispering Oaks Drive Glendora Ca 91714 (661) 373-5163

Story reel and samples of artwork can be seen at www.gavindell.com

Highly experienced with traditional and computer key frame animation, motion capture, pre-visualization, storyboard, character design and project management in a creative environment. Years of experience with creating efficient work flow and high quality product delivery. Strong, creative writing skills with story concept and screenplays.

SOFTWARE- Photoshop, Toonboom, Maya, 3D Studio, XSI, Premiere, Excel, Perforce, Alienbrain

Assistant Director

Rough Draft Studios 2019-2020

“*Disenchantment*” animated series. 4 Episodes-3rd Season.

- Supported the director in storyboarding key sequences.
- Revised and raised the level of sequences that needed elevating.

Director

Bento Box Entertainment 2018-2019

“*Central Park*” animated series. 2 Episodes-1st Season.

- Supervised Background layout, Prop Design, Story Artists, Layout Artists to Timers.
- Storyboarded and directed high quality animatics for Primetime Television

Director

Warner Bros. Animation 2017-18

“*Guess Who Scooby Do!*” animated series. 3 Episodes-1st Season.

- Supervised 12 people from Background layout, Prop Design, Story Artists, Layout Artists to Timers.
- Storyboarded directed and supervised editors in translating the script into visual panels.

Director

Fox Primetime Bentobox 2014

“*Bordertown*” animated series. 3 episodes. 1st Season.

- Supervised 15 people from Background layout, Prop Design, Story Artists, Layout Artists to Timers.
- Storyboarded and directed storyboard artists in translating the script into visual panels.

Director

Amazon Studios/Bentobox 2014

“*Bear in Underwear*” animated pilot.

- Supervised and Art Directed, Character Design and Props.
- Storyboarded and directed storyboard artists.

Director

The Collective 2009

“*Silent Hill Homecoming*” and “*Dirty Harry*” video game cinematic.

- Helped design interaction between game play and cinematic.
- Supervised and implemented story scenes from Previz layout to final camera and motion capture.

Director

Fox Primetime 1998-09

“*Family Guy*”, animated series. 3 episodes *Second Season*

- Supervised fifteen people from Background Layout, Prop Design, Story Artists, Lay out Artists to Timers.
- Storyboarded and directed storyboard artists in translating the script into visual panels.

Previsualization Artist

Universal Pictures live action 2011

Title- “The Thing” prequel

- Storyboarded in the computer multiple sequences for Director approval.
- Added fx and lighting to sequence and rendered.

Previsualization Artist (storyboard)

Halon Entertainment- “The Life of Pi”

- Storyboarded in the computer multiple sequences for Director approval.
- Added fx and lighting to sequence and rendered.

Lead Cinematic Animator

Technicolor Interactive- 2008-09

Titles- *Darksiders, Big League Sports, Jurassic Hunter, Silent Hill Shattered Memories.*

- Managed and supervised all animation asset production and delivery.
- Animator *Gears of War 2, Sabateur, Matt Hazard.*
- Supervising Previs artist on multiple projects.

Lead Animator

Bionic Games- 2007-08

Title- *Spyborgs.* Responsible for all in game and cinematic animation for new.

Cutting-edge, action-based Wii title with 5 playable characters.

- Wrote script, storyboarded, created previs for all cinematics for the prototype.
- Participated in character development for all main characters.
- Created in-game camera animations for key action sequences.
- Managed department needs.

Storyboard Artist

Elena of Avalor

The Lion Guard

Camp WWE

Dan Vs.

Teamo Supremo

2D Animator

Looney Tunes Back in Action

Classic Looney Tunes

Chuck Jones- Stay tuned, Chariots of Fur

Cat's Don't Dance

The Simpsons

The Critic

References

Brain Sheesley

Supervising Director-*Titmouse*
661-312-5986

Brian Horton

Lead Artist- *The Collective*
949-246-6759

Ron Hughart

Director- *American Dad*
661-400-1885

Bob Bowen

Supervising Director- *Bordertown*
818)333-7888