

# NYE WARBURTON


CREATIVE PRODUCER & DESIGNER  
UX • GAMES • ANIMATION


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## OBJECTIVE

Accomplished animator, designer and content developer, with over fifteen years of production experience, looking for an interactive producer position at a media technology company.

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## EXPERIENCE

### CREATIVE PRODUCER & DESIGNER

UX, Game Development and Animation for Startups | April 2013 - Present

Created, prototyped and developed games, animated content, and applications. Built two small teams, pitched, raised capital, and launched an Apple Watch game.

Extensive activities in entrepreneurship, project management, game development, strategy, pipeline development and client interaction.

### PREVIZUALIZATION & ANIMATION DIRECTION

Clients Include: Fox Features, The Third Floor, Viacom, Digital Domain | Mar 2008 - Jan 2013

Select projects: Avengers (Marvel), Oblivion (Universal), Men in Black III (Sony) NBA2K13(2K), GetWild (Wildlife), Madhouse (20th Fox)

### CHARACTER ANIMATION & ANIMATION DEVELOPMENT

Clients Include: Electronic Arts, Sony Imageworks, Disney Imagineering | Jan 2004 - Mar 2008

Select projects: The Lord of the Rings - The Third Age (EA Redwood Shores), The Urbz (Maxis), Monster House (Sony Imageworks), Monsters Inc. Laugh Floor (Disney Imagineering)

## EDUCATION

**MFA, Computer Art (3.4)**  
Academy of Art University,  
San Francisco, CA, 2004

**BFA, Fine Arts (3.6)**  
University of Pennsylvania,  
Philadelphia, PA, 1997

**Coursework**  
Tyler School of Art, Rome, Italy, 1996  
School of Visual Art, New York, NY, 2000  
UCLA Extension, Los Angeles, CA, 2009

## SKILLS

**Game Design and Development**  
2d, 3d, VR, mobile, desktop UX, UI,  
Wire, Project Management, Prototyping

**Animation Development**  
2d(cartoon), 3d (CGI), previs, feature, character,  
motion graphics, comics, writing, drawing

**Software & Tech**  
Expert in Maya, Adobe Creative Suite  
Knowledge of Javascript Frameworks, Unity,  
Unreal, HTML5 / Canvas, Wordpress, GitHub