

Alisa Loren Klein

Artist • Illustrator • Designer

alisalorenklein@gmail.com • www.alklein.com

## Employers & Clients

**Little Green Dog** (2007-Present) Los Angeles, CA

*Artist & Partner*

Responsible for illustration, design, look development, music direction, art direction, producing, mascot wrangling, animation, layout of printed and online materials for both in-house projects and outside clients.

## Feature Film Clients

**Cafe FX** (2006) Santa Maria, CA

*Lighting TD*

Responsible for creating lighting rigs, texturing and master scene set-up for Rollie Pollie sequence.

Production: Pan's Labyrinth

**DreamWorks SKG** (2003 thru 2004) Glendale, CA

*Character TD, Finaling*

Responsible for rigging, modeling and animation changes on a shot by shot basis.

Production: The Shark Tale Movie

**Klasky-Csupo** (2002-2003, 1997-1998) Hollywood, CA

*CGI Animator, 3D Research and Development*

Responsibilities included development of production path, character and effects animation, modeling, lighting, texturing and compositing of CG elements for the Rugrats Movie, it's trailers, related toys and other studio projects.

My tasks were to model, rig and texture characters for upcoming film pitch as well as consulting about the 3D production process.

Production: The Rugrats Movie, Feature Concept Development

**New Line Cinema** (2002) West Hollywood, CA

*3D Pre-vis Artist - Freelance*

Responsible for modeling and animating characters and set, camera choreo, lighting and texturing for fight sequences between Freddy and Jason.

Production: Freddy Vs. Jason

**SimEx Digital Studios** (2002) Santa Monica, CA

*Character & Prop Animator / Lighter - Freelance*

Responsible for animating characters, vehicles, cameras, etc. for the city sequences and other scattered shots. Lighting and some texturing on the stadium scenes.

Production: LEGO® Racers 4D

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## Employers & Clients

(Continued)

**Kleiser Walczak Studios** (2000 - 2001) Hollywood, CA

*Animator / Compositor, Lighting Animator / Digital Artist - Freelance*

Responsible for four shots in the film and developed the production path for these shots. I handled all 3D animation and lighting, 2D compositing, morphing and rotoscoping. Responsible for lighting and texturing several scenes and elements.

Productions: X-Men Movie, The One

**Encore Video** (2000 - 2001) Hollywood, CA

*Digital Artist - Freelance*

Full scope of CG tasks: animation, modeling, lighting, texturing, character rigging (ik, skinning, weighting, driven keys, etc.), dynamics, particle effects.

Productions: Dude Where's My Car, Run Ronnie Run

**Unified Film Organization LLC** (1999- 2000) Burbank, CA

*CGI Animator / Technical Director*

Assignments: Character animation, skeletal setup (including expressions, ik, weighting, etc.) lighting, modeling and compositing of CG elements for various movies and trailers for domestic, European, Asian markets.

Productions: Interceptor Force, Python

## Television & Commercial Clients

**Ring of Fire** (2002-2004, 2005- 2007) West Hollywood, CA

*Animator / Lead Lighter - Freelance*

Assignments: Character animation, lighting, texturing, shader development and camera choreo.

Productions: Dancing Turkey - Drew Carey Show, Conoco, Lipton Tea, Wrigley's Gum, Fruit Gushers, Sims, Nintendo and XBox Commercials and more.

**Jim Henson Creature Shop** (2004) West Hollywood, CA

*Animator - Freelance*

Assignments: Scene set-up, character animation, modeling, mo-cap adjustment.

Productions: Frances the Badger

**Duck Soup** (2002) West Los Angeles, CA

*Animator - Freelance*

Responsible for modeling and animating characters and sets, rigging, camera choreo and lighting.

Productions: True Value Magic & Gifts Commercials

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## Employers & Clients

(Continued)

**Rutherford Bench Productions** (2000) Hollywood, CA

*CGI Animator / Modeler Journey*

Highly involved in all aspects of R&D and production. Helped develop a hybrid animation system utilizing both motion capture and traditional keyframed animation. Built tools to assist in this process and production. Accountable for lighting, animation, scene and character setup.

Production: Disney's 1 Saturday Morning - Tube Dwellers

## Teaching

**Gnomon School of Visual Effects** (2006 thru 2007) Los Angeles, CA

*Lighting and Rendering Instructor*

Responsible for teaching how to effectively utilize rendering within Maya, with an emphasis on production workflows and techniques for various lighting conditions. Developed student's artistic and technical workflows for how to use Maya's powerful rendering tools to achieve photo-realistic results.

## Interactive Game Clients

**Film Roman** (1996 thru 1997) North Hollywood, CA

*3D Animator*

Responsibilities included character and effects animation, character and texture design, storyboarding, modeling, lighting, and post production for game cinematics and demos.

Production: Felix the Cat - PS1 Game

**Square LA/USA** (1996) Marina Del Rey, CA

*Digital Artist - Freelance*

Responsibilities included creating textures for elements in game as well as some development of elements. Also created promotional materials for demonstration purposes.

Project: Final Fantasy VII and promotional materials

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**Software** Photoshop • Illustrator • InDesign • Wordpress • Flash • Maya • After Effects • Moho • Premiere • Director, Painter • Acid Pro

**Other Skills and Interests** Outside of paid work, I am involved with art, music and martial arts. I continue to grow my traditional art skills - drawing, painting, photography and writing in both traditional and digital mediums. I play ukulele and am a founding member of The Pluckin' Strummers. I also practice Brazilian Jiu Jitsu.

I volunteer for causes I feel strongly about:  
Education • Environment • Human Rights.

**Education** I am an avid reader who is constantly looking to learn new things. Exploring science and art and their relation to each other and their effect on learning continues to fascinate me.

San Diego State University  
Educational Technologies  
Certificate Program

The Advertising Arts College  
BA, emphasis on graphic design and copywriting.