

Jasmine Vahidsafa

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Profile

My animation work consists of mechanical and character performance, with emphasis on 2D media. I enjoy making convincing animation performances ranging from broad and exaggerated movements, to subtler and softer acting. I love observing the world around me and translating the physics and personalities within it, into a believable, story-rich, animated world.

Animation Experience

JUNE 2018 - PRESENT

Academy of Art University, San Francisco, CA – *Thesis Animated Short Film: “Sharp as Stone”*

- All film production pipeline tasks except for music and some illustrations
- Connected and directed those involved with additional help (music & illustration work)
- Thesis: Excerpts available upon request (currently in festival circuit)
- Student Demo Reel: <https://vimeo.com/411642828>

SEPT 2013 - PRESENT

Freelance, Santa Clara, CA – *Commission Work*

- Animations, cartoons, comics, caricatures, concepts, thumbnails, storyboards etc.
- Clients range from small individual to large companies

FEB 2014 - DEC 2016

UC Davis, Davis, CA – *Animation Tutor*

- Tutored students in how to use both Flash and Maya Animation softwares
- Maya Animation instructor recommended me & trusted I was capable of doing the job

Work Experience

JUNE 2016 - OCT 2019

Jagex Ltd, Cambridge, United Kingdom – *Outsourced Animator, Designer and Artist*

- Wrote, directed, storyboarded, and animated an opening sequence with original character designs for Jagex’s annual award ceremony
- Designed pins and prints for merchandise production and sale for Jagex Ltd.
- Created graphics and supplemental media for the same award ceremony

OCT 2018 - OCT 2019

Special Effect, United Kingdom – *Volunteer Artist*

- Auctioned off art and art commissions for their charity

JUNE 2012 - JULY 2012

International Student Volunteers, Costa Rica – *Student Volunteer*

- Marine biology study of Olive Ridley turtles and Leatherback turtles
- Mostly fieldwork (IE: counting the eggs laid by female sea turtles, beach patrolling)

AUG 2010 - JUNE 2012

Palo Alto Children's Zoo, Palo Alto, CA - Volunteer

- Hosted presentations to visitors about facts regarding ecosystems/biomes of the animals
- Trained in handling and caring for a wide assortment of animals

AUG 2010 - JUNE 2012

Palo Alto Veteran's Hospital, Palo Alto, CA - Volunteer

- Transported and comforted patients, organized paperwork

JUNE 2011 - SEPT 2011

Stanford University School of Medicine, Stanford, CA - Intern

- Studied thermosensation and thermotaxis of *C. elegans* under Dr. Dong Wang
- Did most of the prep work and number crunching for mutant experiments.

Education and Certifications

FEB 2017 - MAY 2020

Academy of Art, San Francisco, CA - MFA in Animation and Visual Effects

- Emphasis: 2D Animation
- GPA: 3.88
- Took several courses covering the animation pipeline, traditional animation, digital animation, color theory, character design, storyboarding, etc.

SEPT 2012 - JUNE 2016

University of California, Davis, Davis, CA - B.S in Microbiology

- GPA: 3.54; Dean's List in Fall 2012
- Took several art-related elective courses on modeling and animating with Maya, Film/cinema studies, writing, and composition/story analysis classes.
- Completed courses in chemistry, physics, statistics/data analysis, calculus, genetics, biochemistry, microbiology, immunology, virology, mycology, science ethics, etc.
- Traveled to Austria and Cambridge University, UK to study Genetics in Summer, 2014

Languages and Special Skills

- 2D Animation, Traditional Animation, Gesture Drawing, 3D Animation, Storyboarding, character design, layout design, workbooking/XSheet building, compositing/editing
- Proficient with MS Word, Powerpoint, Excel, Adobe Flash/Animate, Photoshop, Premiere, After Effects, ToonBoom, Storyboard Pro, TVPaint, Autodesk Maya, Blender
- Languages: English, Spanish, and Farsi
- Can code with Java, R, Scheme
- Played piano since 1997, including achieving Distinction-level certificates from the ABRSM; well-versed in Music Theory
- Well-versed in medical and biological sciences.

Awards

- Golden Gnome winner
 - Best Storytelling (2011) for my animatic, *The Proposal*
 - Best Comic and Best Artist (2015, 2016) for my online webcomic
 - Community Champion (2019) for my charity work with my art

References

Sherrie Sinclair - *Director, School of Animation and Visual Effects at Academy of Art University, San Francisco, CA*

- Supervisor for Thesis film and instructor for numerous traditional animation classes
- Contact available upon request

Michael Vickner - *Director, School of Animation and Visual Effects at Academy of Art University, San Francisco, CA*

- Mentor and overseer of digital animation classes
- mvickner@comcast.net

James Day - *Social Media Management Head at Jagex Ltd. Cambridge, England*

- Regularly promotes my work
- Collaborated numerous times in past projects
- community@jagex.com

Dr. Michael Neff - *Co-Director & Associate Professor of Cinema and Digital media, Associate Professor of Computer Science at University of California, Davis.*

- Maya instructor in undergraduate years, for 2 semesters
- Recommended/referred me for animation tutoring job
- mpneff@ucdavis.edu

Additional references available upon request