



Alexa K. Goriup Summerfield

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ARTISTIC EXPERIENCE:

James Lopez Animation, Los Angeles, California —2015-Present

Clean Up Final Line Artist and Department Coordinator on “Hullabaloo” an animated Steampunk adventure in traditional hand drawn animation.

Buttercup Pictures, Los Angeles, California —2015

Clean Up Final Line Artist on a Mickey Mouse special for the parks

Cartoon Network, Los Angeles, California — 2014-2015

Clean Up Final Line Artist on development for new TV series in production (We Bare Bears)

Mili Pictures Worldwide, Santa Monica, California — 2014

Coordinate Story Board and Character Design Departments: Track and Assign Workflow, assist with finishing Design Packages and sending them to China, assist Producer and Director with coordinating Story Meetings and Skype sessions to China and draft notes for follow up, break down script into sequences to give to story artists, break down script for Character, Background and Prop Departments, Archive Artwork in Database. Scan, prep and transfer Story Board Sequences to Editing, assist with research for Design and Story Elements, Look Book Development

DuckStudios, Los Angeles, California — 2013-2013

Key Animation Assistant on " Safety Smart with Pumbaa & Timon"(Transportation, Interstitial's and Honest and Real). Animation Assistant for "Smurfy Hollow". Clean Up & Production Coordinator for "Imitation of Life" Project, for the Venice Biennial Exhibition 2013, the project will be showing at the Austria Booth for the duration of the Exhibition, June 1st-November 24th 2013.

Disney Toon Studios, Sydney, Australia — 2003-2006

Effectively reduced department deficit by constantly exceeding quota (65 drawings/Week) during regular hours. Maintained feature quality for a direct to DVD production. Was put on experimental team for Bambi 2, due to my experience, recognized and solved problems between 2D and 3D elements, before going into full production.

DreamWorks, Los Angeles, California — 1996-2003

Always exceeded quota but retained artistic quality. Was one of only five key artists guaranteed a fixed contract to return for the production of Sinbad. Took over lead position on “Eldorado” at end of production. Managed 10 people (giving and checking work), liaised with the supervising animator, directors and production and completed on time with no issues. Was

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chosen to work on “the Party” and “Nightmare” Sequences for Eldorado & Prince of Egypt and on Layout Clean-Up for the Hieroglyphs in PoE because of my adaptability to non conventional styles.

Munich Animation, Munich, Germany — 1995-1996

Responsible for training the Final Line-Inbetweening Department (ca. 30 artists). Staff was entry-level school graduates or had Graphic Design or Illustration background and never worked in animation before. Built a strong team on limited resources to withstand demands of production.

Amblimation, London, United Kingdom — 1994-1995

Was offered a position at DreamWorks as a direct result of my versatility and capacity in learning new things speedily as well as high quality of work produced.

Freelance Artist/Commercials, Milan, Italy — 1990-1994

Collaborated with the most important animation studios in Milan. (Bozzetto Studio, Erre Di A 70, Locomotion, Guido Manuli Studio, Cartoons di Luca Mazzoleni, Giovanni Ferrari, Mario Addis, Giorgio Ghisolfi)

FILM CREDITS

Cartoon Network: We Bare Bears

DuckStudios: Safety Smart, Imitation of Life , Smurfy Hollow

Disney Toon Studios: Cinderella 3, Brother Bear 2, Bambi 2- The Great Prince of the Forrest, Lilo & Stich 2, Tarzan 2, The Three Musketeers, The Lion King 1& ½

DreamWorks: Sinbad- Legend of the Seven Seas, Spirit- Stallion of the Cimarron, The Road to Eldorado, The Prince of Egypt

Munich Animation: The Fearless Four

Amblimation: Balto

Freelance: Garibaldi, l'Eroe dei due Mondi, Various Commercials (Nestle, Kinder-Surprise, Baby Records, Italy Gas), Music video for “Ricchi E Poveri” an Italian Pop Band

EDUCATION

CentroTelevisivoCinematografico, Milan, Italy 1987-1990 Animation

FOS for Tourism and Biotechnology Marie Curie, Meran, Italy 1983-1987 Art & Languages

SKILLS

Final Line Clean Up, Model Sheet Design, Turnarounds, Thumbnails, Character Design, Rough & Clean Animation&Inbetween, Photoshop, Illustrator, Cintiq Tablet, Traditional Painting, Design, Illustration, Photography, Final-Checking

<http://katbusgallery.com/>

<http://www.imdb.com/name/nm2823724/>

<http://www.linkedin.com/pub/alexa-summerfield/27/163/888>