

Rich Ponte

richponte@gmail.com
912.313.3834
www.richponte.com



Professional Experience

- 03/17 – Current Education Consultant, CA Technologies – Cary NC, 27513**
- ▶ Maintained, implemented and updated corporate brand standards across multiple content types.
 - ▶ Designed media, content and education materials with a focused and Micro-learning direction.
 - ▶ Developed and published various training & course materials for Product Education courses.
 - ▶ Developed scripts for education videos, as well as edited and designed content.
 - ▶ Used the SCRUM & AGILE methodologies, to taking an active role in sprint deadlines and goals.
- 07/04 – Current Freelance Animator / Artist, Various Companies – Knightdale NC, 27545**
- ▶ Consulting on creative projects, (mocking up, storyboarding, wireframing) out client's visions.
 - ▶ Designing, Developing and Testing new board game prototypes for future retail market release.
 - ▶ 3D / 2D Animator & Artist on various television and commercial projects for various companies.
- 01/06 – 03/17 Associate Professor Animation & Game Design, Living Arts College – Raleigh NC, 27614**
- ▶ Taught many various course and tutored students in a variety of subjects within Maya.
 - ▶ Wrote curriculum, assignments, lectures and tutorials for specific courses and needs.
 - ▶ Directed & Produced 10+ animated shorts using teams of current students as team members.
 - ▶ Used both waterfall and agile techniques for small team project management.
- 03/11 – 06/11 Art Director (Contract), Aten Inc. – Research Triangle Park, NC 27709**
- ▶ Managed, oversaw, tracked and distributed work to outsourced art talent team in India.
 - ▶ Allocated team members to different project elements by need to meet project deadlines.
 - ▶ Maintained schedules of projects and production deadlines to distribute to team members.
 - ▶ Approved the final look of usable assets, (Textures, Models, Levels and Animations) for STEM games
- 03/07 – 09/10 Art Director, Firebreather Studios – Raleigh NC, 27614**
- ▶ Conceptualize and designed characters, storyboards and scripts for unique projects.
 - ▶ Divide project into deadline tasks, then assigned talent to tasks.
 - ▶ Interviewed potential intern candidates per each project needs.
 - ▶ Met with clients to discuss project parameters and direction.
- 11/05 – 06/07 Online Adjunct Instructor, Art Institute Online**
- ▶ Online adjunct faculty teaching Animation and Video Game Design classes.
 - ▶ Facilitate the online class environment, through real world teaching methods in Animation and CG Arts.
- 12/03 – 06/04 Freelance Animator / Artist, Radical Axis – Atlanta GA, 30318**
- ▶ Lead Modeler and Animator on 3D elements and animation for commercial use.
 - ▶ Tweened, inked, colored and composited 2D animation commercials for various Cartoon Network properties.
 - ▶ Worked on commercials for Kids Next Door, Power Puff Girls, Teen Titans.
 - ▶ Conceived secondary character, inked, colored and composited animation for the Adult Swim cartoon "Aqua Teen Hunger Force".
- 05/03 – 12/03 Animation Art Director, X Factory Studios – Atlanta GA, 30308**
- ▶ Animated, modeled, textured video game characters within 3D Studio Max and Maya for unreleased X Box titles and lottery game demos.
 - ▶ Responsible for overseeing the quality and design of animation on various projects.
 - ▶ Distributed work to a team of ten animators based on each individual's skill level and expertise.
- 09/99 – 01/01 Supervisor of Web Design, CorrectNet - Hauppauge NY, 11788**
- ▶ Supervised a web design team of four, distributing work based on their skill level.
 - ▶ Trouble shot errors, software, hardware and client based errors.
 - ▶ Was involved in conference calls with clients, as the supervisor of the web design department.
 - ▶ Quality controlled aspects of specialized software, reported bugs to programmers.

Education

- 2001 - 2003 MFA Computer Art - Savannah College of Art & Design - Savannah, GA**
Three Dimensional Animation, Video Game Design
- 1996 - 1999 BFA Computer Art - Savannah College of Art & Design - Savannah, GA**
Traditional Animation

Areas of Expertise

Lesson Planning	Portfolio Assessment	2D Animation	Traditional Sculpting
Record Keeping	Curriculum Development	Art Direction	Compositing
Classroom Organization	Project Management	Story Development	Video Editing
Online Instruction	3D Animation	Character Development	Character Design
Student Evaluation	3D Modeling & Texturing	Digital Sculpting	Concept Design
Digital Design	Graphic Design	Instructional Design	Brand Design

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Production Credits

2016	Milk Pail	LAC: Animated Short [Director, Art Director]
2016	Legacy	LAC: Animated Short [Director, Art Director]
2015	Bogus Burgers	LAC: Animated Short [Director, Art Director]
2015	All Hallow's Heroes	LAC: Animated Short [Director, Art Director]
2014	3D Museum	LAC: Animated Commercial [Director, Art Director]
2014	Roller Coaster	LAC: Animated Commercial [Director, Art Director]
2014	Library Books	LAC: Animated Short [Director, Art Director]
2010	Always Greener	LAC: Animated Short [Director, Art Director]
2009	Quiet Please	SCA: Animated Short [Director, Art Director]
2008	Tales of Absurdia	SCA: Animated Short [Director, Art Director]
2008	One Night	SCA: Animated Short [Director, Art Director]
2008	Dust Bin 10	Firebreather Studios: Animated Short [Creative Director/Art Director]
2007	Lucky Foot Farm	SCA: Animated Short [Director, Art Director]
2007	Raven	SCA: Animated Short [Director, Art Director] Shown at: Design Expo Raleigh 2007
2007	Rain Protectors	SCA: Animated Short [Director, Art Director] Shown at: Design Expo Raleigh 2007
2006	Barbie Diaries	Curious Pictures: CG Feature Film (DVD) [CG Artist]
2006	2 If By Crook	SCA: Animated Short [Director, Art Director] Shown at: Design Expo Raleigh 2007 Shown at: MAGA Film & Video Festival 2007 – Honorable Mention Animation
2006	Brand New Board	SCA: Animated Short [Director, Art Director] Shown at: Design Expo Raleigh 2007 Shown at: Carrboro Film Festival 2006
2006	Crease	SCA: Animated Short [Director, Art Director] Shown at: Design Expo Raleigh 2007 Shown at: Carrboro Film Festival 2006
2006	Granny's Walker	SCA: Animated Short [Director]
2006	Desserted	SCA: Animated Short [Director]
2005	Lavazza Episodes	Curious Pictures: Lavazza Commercials [3D Previs Animator, 3D Camera Animator]
2005	Fresh Imports	Alpine Productions: "Fresh Imports" Show Intro [2D Animator, 3D Animator, Broadcast Designer]
2004	Aqua Teen Hunger Force	Radical Axis, Adult Swim: Episode 43 "Video Ouija" [Concept Artist, Colorist]
2004	Aqua Teen Hunger Force	Radical Axis, Adult Swim: "Spacecataz" [3D Artist] credited as: Rich Ponte
2004	Sharing	Radical Axis, Cartoon Network [2D Animator, Colorist, Compositor]
2004	Juicy Drop Pop	Radical Axis, Cartoon Network, Topps [3D Animator, 3D Modeler, 2D Animator, Colorist]
2004	Phone It In	Radical Axis, Cartoon Network [2D Tweener, Colorist, Compositor]
2003	Kids Day	Radical Axis, Cartoon Network South America [2D Tweener, Colorist, Compositor]
2003	Soar with the ATL Hawks	X-Factory, Atlanta Hawks [3D Animator, Texture Artist]
2003	Makos	X-Factory, Makos Southeast Inc. [3D Modeler, 3D Animator]
2003	Frequency	X-Factory, Club Frequency [3D Modeler, Project Manager]
2003	Time Cycle	X Factory: Unreleased Theme Park title [Concept Artist, Storyboard Artist]
2003	Slap Slot	X Factory, Scientific Games: Lottery Demo [Concept Artist, Storyboard Artist, Project Manager]
2003	Super Nova Escape	X Factory, Scientific Games: Lottery Demo [Concept Artist, Storyboard Artist, Project Manager]
2003	Nascar Masters	X Factory, Scientific Games: Lottery Demo [Concept Artist, 3D Animator, Project Manager]
2003	Kris Kros 3D Puzzle	X Factory, Kiosk Game Demo [Concept Artist, 3D Animator, 3D Modeler, Project Manager]
2003	Rooftop Golf	X-Factory: X Box Unreleased title [3D Animator, 3D Modeler, Texture Artist]
2003	Event Alpha	Sovereign Studios: PC Unreleased title [Concept Artist] 2000-2003