

Timothy P. Lannon

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SUMMARY

An experienced animation leader repeatedly demonstrating the ability to both develop projects creatively as a director, writer, and story developer, and significantly impact production efficiency through pipeline and workflow development and production management. I get it done!

EXPERIENCE

CHRISTIAN BROADCASTING NETWORK Virginia Beach, Virginia

June 2013 to Present

Roles: Currently director, production manager, and writer. Roles have also included animation supervision, layout supervision, pre-visualization, animatic problem solving, and participation in workflow development.

Accomplishments:

- Working with the creative director, took over leadership and management of the GizmoGO! series, functioning as both director and production manager. Refined workflow and solved technical and procedural problems resulting in on-time delivery according to a predictable schedule I established.
- Working with others on the team, also reformatted the show creatively and worked on story development to better reach the target audience and meet ministry messaging goals. Participated in story meetings, script editing, and wrote two half episodes with two more in development before show was paused.
- Prior to GizmoGO!, was production manager and layout supervisor on Superbook, where I improved communication and workflow with overseas vendors and conducted previsualization and camera animation on the most challenging shots.

Skills Demonstrated: Directing, writing, story development, organization, production management, artist supervision, fx animation, layout, workflow design, process/procedure development and documentation, prioritizing, clear communication, scheduling, artist development, recruiting, problem solving, getting it done!

REGENT UNIVERSITY Virginia Beach, Virginia

August 2014 to Present

Roles: Currently adjunct professor of animation. Classes taught include Animation 100 – Fundamentals of Animation, Animation 400 – Portfolio Preparation, and Animation 496 – Culminating Project.

Accomplishments:

- Re-wrote the class curriculum for each course taught, incorporating important principles from my years in the industry.
- For Animation 100, introduced additional principles of animation beyond the well-known twelve, and reordered them and their corresponding assignments for maximum learning. Also introduced lessons on the basics of character design and storytelling.
- For Animation 400, in addition to how to put together a demo reel or portfolio, instructed on productivity mindset, industry and employment research, project planning, resumes, website format and content, and interviewing. Provided weekly feedback, accountability, and mentoring.
- For Animation 496, changed the objective from completing a project containing all stages of production to one that focused on their area of expertise. This allowed students to create higher quality work in the area they are seeking employment. Reiterated lessons on productivity mindset, industry and employment research, and project planning, as well as provided weekly feedback, accountability, and mentoring.
- Always had very high student feedback evaluations.

Skills Demonstrated: Teaching, mentoring, curriculum development and documentation, organization, prioritizing, clear communication, scheduling, artist development, problem solving, getting it done!

CALABASH ANIMATION Chicago, Illinois

March 2013 to May 2013

Roles: Freelance animator and layout artist.

Skills Demonstrated: Animation, layout, workflow design, clear communication, problem solving, getting it done!

REEL FX Dallas, Texas

November 2003 to March 2013

Roles: Director, director of apprentice program, director of home video production, production supervisor, animation supervisor, layout supervisor, layout lead, animator, and layout and stereoscopic artist. Also participated in workflow development.

Accomplishments:

- Established first layout pipeline for the studio and advised application development on their proprietary production management tool.
- Held the dual role of animation and layout supervisor with overseas vendor on the Boz series.
- Promoted to department director, where I functioned in multiple capacities and helped bid projects.
- As production supervisor on Boz, refined workflow and analyzed production costs, significantly reducing the budget of later episodes.
- As director of the apprentice program, networked with universities and gave guest lectures, growing the program from 15-20 applicants for the first term to over 400 applicants for subsequent terms.
- Returned to Animation Supervision when larger direct-to-dvd features from the Open Season franchise were awarded to the studio. Developed a shot casting system resulting in a more even distribution of animation workload. This resulted in the first large project to complete animation without any overtime.

Skills Demonstrated: Directing departments, organization, production management, artist supervision, animation, layout, workflow design, process/procedure development and documentation, prioritizing, clear communication, scheduling, budgeting, artist development, recruiting, problem solving, getting it done!

BIG IDEA PRODUCTIONS, INC. Lombard, Illinois

April 2000 to April 2003

Roles: Animator, layout artist, layout lead/supervisor, with some modeling, rigging, texturing, lighting, compositing, and effects animation. Also participated in workflow development.

Accomplishments:

- Generalist and high producing animator often exceeding quotas on 3-2-1 Penguins.
- When layout prowess was noted, promoted to Layout Lead/Supervisor for VeggieTales home video.
- Refined existing and created new blocking, pre-visualization, and layout pipeline, workflow, and procedures enabling better collaboration during set design, modeling, and layout. Created extensive documentation for use on future projects.

Skills Demonstrated: Animation, layout, organization, production management, artist supervision, workflow design, process/procedure development and documentation, prioritizing, clear communication, scheduling, problem solving, getting it done! Some modeling, rigging, texturing, lighting, compositing, and effects.

METROLIGHT STUDIOS, INC. Los Angeles, California

October 1996 to December 1999

Roles: Director, animation director, senior animator, character animator, animator/TD, with some modeling, rigging, texturing, pre-visualization, layout, lighting and compositing.

Accomplishments:

- As one of the highest producing animators of quality character animation, rose quickly from junior animator to senior animator and director of shorts.
- Developed and documented workflow procedures to help production management increase efficiency.
- Co-wrote animation procedure documentation to help other animators improve efficiency.
- Was one of six advisors to the studio owner and president during company restructuring.

Skills Demonstrated: Directing, story development, organization, production management, artist supervision, animation, fx animation, workflow design, process/procedure development and documentation, prioritizing, clear communication, scheduling, budgeting, artist development, recruiting, problem solving, getting it done! Some modeling, texturing, rigging, layout, lighting, compositing, roto matte, and wire removal.

SOFTWARE

Maya, Adobe After Effects, Premiere, Photoshop, Illustrator, Shotgrid, Asana, Smartsheet, Office Excel, Word, and Power Point, Microsoft Teams and Sharepoint, Blackboard, Canvas, Google Drive, Docs, and Sheets.

EDUCATION

James Madison University, Harrisonburg, Virginia

Bachelor of Science degree 1996. Double major in Art and Mass Communication, with concentrations in studio art and visual communication respectively.

Art GPA 4.0, Mass Communications GPA 3.9, Cumulative GPA 3.766

AWARDS

Winner of Best Animated Special Production - 2013 Annie Awards. “Despicable Me Minion Mayhem” Reel FX - Layout Lead.

Winner of Outstanding Visual Effects in a Special Venue Project - 2013 Visual Effects Society Awards. “Despicable Me Minion Mayhem” Reel FX - Layout Lead.

Nomination for Outstanding Visual Effects in a Special Venue Project - 2012 Visual Effects Society Awards. “Humbled! Rockettes to the Rescue” Reel FX – Previs and Layout Artist.

Nomination for Outstanding Achievement in an Animated Home Video Production - 2002 Annie Awards. “The Star of Christmas” Big Idea Productions - Layout Supervisor.

Nomination for Best Visual Effects - 2000 Video Premiere Awards. “Dragonheart: A New Beginning” Metrolight Studios - Senior Animator.

Winner of 1996 Outstanding Achievement in Visual Communication - James Madison University Department of Mass Communication.

CREDITS

Feature Films (Theatrical and DVD):

Free Birds (2013) – Layout and Stereoscopic Artist
Judy Moody and the Not Bummer Summer (2011) – Animation Supervisor
Open Season 3 (2010) – Animation Supervisor
Open Season 2 (2008) – Animation Supervisor
Everyone’s Hero (2006) – Background Animation Supervisor
Action Man: The Movie (2005) – Layout Supervisor
G.I. Joe: Valor vs. Venom (2004) – Layout Supervisor, Animator
Dragonheart: A New Beginning (2000) – Senior Animator
Kull the Conqueror (1997) – Lead Animator

Shorts (Theatrical, Web, and DVD) / Home Video Series / TV:

GizmoGO! – various titles (2021 – 2024) – Director, Production Manager, Writer, Animation Supervisor
Superbook – various titles (2013 – 2021) – Production Manager, Layout Supervisor, Previs Artist
Looney Tunes “Flash in the Pain” (2014) – Animator
Ice Age: A Mammoth Christmas (2011) – Layout and Stereoscopic Artist, Animator
Webosaurs (2009) - Promotional Shorts “Turbo” and “Tutu” – Writer, Director
Live Music (2009) – Animation Supervisor
Tinpo - Ten 30 second TV Shorts (2007) – Director, Production Supervisor
BOZ: A WowieBOZowee Christmas (2007) – Production Supervisor
BOZ: Thank You God For...B-O-Zs and 1-2-3s (2007) – Production Supervisor
The Very First Noel (2006) – Animator
BOZ: Thank You God For...Adventures in Imagination (2006) – Production Supervisor
BOZ: Thank You God For...Colors and Shapes (2006) – Layout and Animation Supervisor
BOZ: Thank You God For...Friends and Helpers (2006) – Layout and Animation Supervisor
Robots: Aunt Fanny’s Tour of Booty (2005) – Animator
VeggieTales: A Snoodle’s Tale (2004) – Layout Supervisor
VeggieTales: An Easter Carol (2004) – Layout Supervisor
VeggieTales: The Ballad of Little Joe (2003) – Layout Supervisor
VeggieTales: The Star of Christmas (2002) – Layout Supervisor
3-2-1 Penguins: The Amazing Carnival of Complaining (2002) – Animator
3-2-1 Penguins: The Cheating Scales of Bullamanka (2001) – Animator
3-2-1 Penguins: Trouble on Planet Wait-Your-Turn (2000) – Animator

Commercials:

Lucky Charms (2013) “Rainbow Music” - Animator and Layout Artist
Littlest Pet Shop, Nintendo DS (2009) – Animation Supervisor
Sunny Delight (2009) “Soccer” – Layout and Animation Supervisor
Sunny Delight (2009) “Ping Pong” – Layout Supervisor
McDonald's (2008) Madagascar 2 Happy Meal “Safari” – Animation Supervisor
McDonald's (2008) Madagascar 2 spot for France – Animation Supervisor
ThinkCash (2007) – 3D Production Supervisor, Animation Supervisor

Games / Rides / Special Venue / Web:

Despicable Me Minion Mayhem (2012) – Layout Lead
Humbled: Rockettes to the Rescue (2011) – Layout Artist
Journey to the Center of the Barnett Shale (2008) – Animation Director, Layout Supervisor
DC Universe Online (2010) Game Trailer (A Mass Animation project) – Animation Supervisor
Webosaurs (2009) - Online Game – Animation Supervisor
Coke Happiness Factory: Theme Park Intro and Web Experience (2007) – Production Supervisor, Animation Supervisor
Halo 2 (2004) – Animator
Poseidon’s Fury: Escape from the Lost City (1999) – Animator