

Edward Juan

edwardjuan@gmail.com

www.edwardjuan.com

TECHNICAL SKILLS:

- Character design, illustration, background/layout, storyboard, concept/development, character animation.
- Website design, graphic design, interface design.
- Mac/PC/UNIX system orientated.
- Adobe Photoshop, Illustrator, Acrobat, Premiere, AfterEffect, Final Cut Pro.
- Macromedia Flash, Dreamweaver, Actionscript, HTML.
- Corel's Painter, SoundEdit, Soundforge, Protools.

EDUCATION:

Accomplished Character Animation BFA at California Institute of the Arts.

Fall2003 - Spring2007

Accomplished Digital Design BFA sophomore year at Parsons School of Design.

Fall2001 - Spring2003

AWARDS:

Selected short animated film, "Jose y Maria", in the Taiwan Int. Animation Festival '07.

Selected short animated film, "Jose y Maria", in the Animation Block Party 2007.

Selected short animated film, "Jose y Maria", in the 14th Annual UCLA Shorttakes.

Selected short animated film, "Honeymoon", in the Annual Calarts Producer Show 2006.

Selected short animated film, "The Ghost Ship", in the 2005 Santa Clarita Street Art Festival.

EXPERIENCE:

Laika Entertainment, Portland.

Visual development artist of the early story development team.

July 2007 – present

Laika Entertainment, "Jack & Ben", Portland.

Junior visual development artist on the second Laika feature film.

June 2006 – August 2006

Nickelodeon/Frederator, "Samsquatch", Los Angeles.

Background design for a Random Cartoon project.

July 2006

Laika House, "Ohio Lottery Commercial" and "British Petroleum Commercial", Portland.

Character design and background/layout design.

June 2006 – September 2006

Nickelodeon and Nick Jr., Short Film Scholarship Finalist, Los Angeles.

Animating and directing on a pilot short on becoming a possible television show.

April 2005 – December 2005

Plympton Studio, "Hair High", New York City.

Animation internship working with Bill Plympton at his independent studio.

January 2003 – April 2003

REFERENCE:

Contact upon request