

# Ethan Reitz

**Animator • Lead • Supervisor • Teacher**

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[www.reitzmachine.com](http://www.reitzmachine.com) | Dual citizen of Canada and USA

I bring a positive, can-do attitude and a broad range of experience, constantly driven to improve my artistic, animation, and communication skills. I'm deeply committed to the growth of my team, believing mentorship is key to both individual and collective development, fostering a better working environment while enhancing both the quality and quantity of output. I lead by example in terms of attitude, work ethic, and communication, ensuring my artistic and technical feedback is clear, balanced, and constructive. I prioritize early problem identification and open communication with colleagues, clients, and directors across departments. Ultimately, I strive to be the kind of lead I enjoy working with as an animator. I'd love the opportunity to explore how I can contribute to your team via video conference, email, or an in-person interview.

## Skills

*3D-Animation:* Maya, 3dsMax, Mudbox, ZBrush, keyframe character animation, previsualization, composition, motion-capture, virtual cameras, character modelling, digital sculpting

*Video/Image/Audio Editing:* Adobe Creative Cloud including Premiere, Photoshop, After Effects and Audition

*Production:* Shotgrid, Windows and Linux platforms

*Traditional Art:* Excellent drawing skills, mechanical visualisation and 3d perception, design

*Theatre/Voice/Movement:* Training in vocal presentation, communication, feeling for body mechanics, movement and timing developed through theatre, dance and martial arts

*Music:* High level of musicality, rhythm

## Selected Work Experience and Projects

**2024.07– Current – Senior Animator, DNEG**

**Montreal, Canada**

- VFX and character animation according to the world class standard set by the DNEG animation teams

**Montreal, Canada**

**2022.11 – 2024.07 – Animation Supervisor, Redefine/DNEG**

- Successfully led the animation team through two movie projects, including an animated SpongeBob feature, as well as a challenging, VFX movie with winged creatures.
- cast to the strengths of the animators, kept deadlines, show-style and quality bar, while prioritizing sequence flow and storytelling beats, in order to tell the story and achieve the director's vision.
- developed strong communication and good relationships with the director, clients, production, upstream and downstream departments and especially with the Animators with the aim of building a strong, nimble and resilient team who shared a sense of solidarity, professionalism, positive competition and joy in the craft of animation

**2022.05– 2022.10 – Lead Animator, Redefine/DNEG**

**Montreal, Canada**

- Established the quality standard of realistic quadruped – horse – animation for VFX creature animation on sci-fi series Circuit Breaker

**2021.03 – 2022.04 – Lead Animator, Mainframe Studios**

**Vancouver, Canada**

- Working closely with the Director and the Animation Director, I help ensure that my team achieves the show's style and quality standards and meets production deadlines.

**2019.10 – 2021.02 – Senior Character Animator, Mainframe Studios**

**Vancouver, Canada**

- Animating high quality, key-frame acting sequences for Mattel series seen on Netflix.

**2019.08 – 2019.10 – Senior Character Animator, Goldtooth Creative**

**Vancouver, Canada**

- Animated Marvel and Nickelodeon characters for high-end game cinematic and pilot
- Combined hero-style body mechanics and acting, a mixture of motion capture enhancing and keyframe animation

**2019.03 – 2019.05 – Senior Character Animator, Lumatic VFX**

**Berlin, Germany**

- Animated Feature "Dragon Rider", based on the popular children's book by Cornelia Funke
- Created dynamic storytelling poses based on the storyboard and briefings from the director and animation supervisor in the blocking phase and then refined and polished the animation to achieve the style, acting and dynamism appropriate to the director's vision.

**2018 – 2019 – Senior Character Animator, Rise VFX**

**Munich, Germany**

- Animated Feature "Dragon Rider", based on the popular children's book by Cornelia Funke

**2017 – 2018 – Head of Department, Advanced Animation, DSK College Supinfocom-Rubika**

**Pune, India**

- Working closely with the HOD of Foundation Animation and the teaching team, I strived to implement the curriculum, based on that of French school Supinfocom, now Rubika, effectively, adapting it to the context. I cooperated with the administration to recruit new students and faculty and insure that we used our limited budget to maximum affect. I maintained a broad overview of the department, addressing any various problems that arose with students, faculty and staff and implemented solutions in the department.

**2017.10 – 2018.06 – Animation Supervisor, Caligari**

**Mumbai, India**

- Worked with director Tony Power and Mumbai studio e-Plus to bring animated CG feature "Coconut 2" to life
- Reviewed animation, giving notes on timing, spacing, posing, composition, action and acting, guiding the team in realising the director's vision and the desired look and style of the movie

**2014.10 – 2017.08 – Animation Teacher, DSK College, Supinfocom-Rubika**

**Pune, India**

- Taught and mentored college - level students in storytelling through animation, 3D-modeling, drawing and improvisational theatre
- Worked closely with animation department team to assure students' growth in artistic and technical areas
- Used production experience to contribute to development of DSK Supinfocom curriculum

**2014 Director, Camera and Editor, Breaking the Cage Productions**

**Berlin, Germany**

- Provided independent video production for various clients and realized my own documentary film productions

**2013 Senior Animator, Topalsson GmbH & Co KG**

**Munich, Germany**

- Animated Creatures, Cameras and Cars
- Used editing and animation skills to create exciting camera motion to highlight automotive subject
- Used keyframe skills to animate running, dancing quadruped creature

**2013 Senior Character Animator, Constantin Film GmbH**

**Munich, Germany**

- Achieved semi-realistic animation style for characters in the full – CG animated feature film "Tarzan"
- Adapted mo-cap and key frame animation to animate the many creatures and humans that inhabit the jungle.

**2013 Character Animator, Zoobe message entertainment GmbH**

**Berlin, Germany**

- Animated character clips and cycles 3D avatar.co for iPhone App
- Provided a quick project turnaround and gained a satisfied client.

**2011- 2012 Senior Animator, Rainmaker Studios**

**Vancouver, Canada**

- Animated acting shots and creatures for multiple projects
- Took a variety of rolls and projects, learning the pipeline and company workflow, concentrating on character animation but also taking on previs and layout shots when there was a bottleneck
- Given encouragement and feedback to newer animators, while not hesitating to request critique, striving to grow as an artist, storyteller, team-mate, leader, broadening my knowledge of the animation process

**2011 Character Animator, Hectic Electric**

**Amsterdam, the Netherlands**

- Animated the character "Dolfje Weerwolfje" in his werewolf form in the film of the beloved Dutch childrens' book about the coming out of a young werewolf
- Achieved dynamic and realistic creature animation for compositing in the live-action footage

**2011 Character Animator, Pasozebra Producciones**

**Valencia, Spain**

- Animated commercial for yoghurt drink Actimel by Danone
- Achieved the bombastic, fun, B. Lightyear - style action the client requested

**2010 Character Animator, Big Point Games GmbH**

**Hamburg, Germany**

- Animated a cinematic trailer for the online - browser game "Poisonville"
- Combined key-frame animation with mo-cap clips for this GTA-style online shooter

**2009 Animation Supervisor, Scopas Medien AG**

**Shenzhen, China**

- Led the animation team of popular children's series "Jonalu" about a mouse and his friends
- facilitated the flow of information from animation director in Germany to Chinese team
- Combined diplomacy, leadership and animation skills to keep the project moving forward smoothly and both the Chinese and German studios happy

- 2008 - 2009 Character Animator, Scopas Medien AG** **Berlin, Germany**
- Animated a young mouse and his animal friends in a popular, educational children's series "Jonalu"
  - Bringing feature - film experience to the fast – paced context of low – budget series animation I learned how to achieve a fun style of snappy animation in a short time – span
- 2008 Character Animator, Radar Film** **Copenhagen Denmark**
- Animated lip-synch, acting, physical comedy, walk and wriggle cycles; fulfilled required footage quotas in CG animated feature "Sunshine Barry and the Disco Worms"
  - Achieved the cartoony style the zany story called for
- 2007 Previs Artist for Warner Bros. at Babelsberg Studios** **Potsdam, Germany**
- Helped develop the visual style of the environment and action in Wachowski's VFX extravaganza "Speed Racer"
  - Developed conceptual art in 3D with techniques including mixing extant architecture with original creations
  - Matched modeling and layout to storyboard art
- 2007 Seminar Speaker for Digital Production seminar** **Unterföhring, Germany**
- Conducted seminar on the analysis of 2D design for conversion to 3D, preparation of reference material and poly modeling techniques
- 2006 – 2007 Character Animator, CA Scanline** **Munich, Germany**
- Animated characters in this unique full – CG feature by German comic "Bully" Herbig "Lissi und der Wilde Kaiser"
  - Achieved high quality lip-synch, acting, physical comedy and walk cycles for multiple characters
- 2005 – 2006 Character Modeler, CA Scanline** **Munich, Germany**
- Created hi-poly character models and facial expressions from 2D designs and clay maquettes
- 2004 – 2005 3D Artist, ARNO GmbH** **Wolfschlugen, Germany**
- Modeled interiors, mechanical and organic objects; lit, and rendered in photo realistic and illustrative styles
- 2003 3D Animator, Inlight Entertainment** **Victoria, Canada**
- Animated fight sequences for Digimon PS2 platform; animated characters for a Disney Interactive game

## EDUCATION

- 2019 – 2021 University of Alberta - Masters of Arts in Communication Technology (MACT)** **Edmonton, Canada/Online**
- 2022 – iAnimate – Advanced Body Mechanics with Alexis Wannery** **Online**
- 2001 – 2002 Computer Master Institute of New Media – diploma Character Animation** **Victoria, Canada**
- 1998 – 2000 Katholische Universität Eichstätt - Intensive German course to prepare for the University language proficiency exam, completed exam successfully** **Eichstätt, Germany**
- 1992 – 1995 University of Alberta - Bachelor of Fine Arts – major Acting** **Edmonton, Canada**

## LANGUAGE SKILLS

- English:** mother tongue, excellent verbal and written communication skills
- German:** fluent spoken and proficient written
- French:** beginner

## AWARDS

- 2002** Computer Master *Award for Excellence in New Media & Internet Technology* and *Alumni Scholarship for talent in Animation*
- 1990** Ormond scholarship for talent in acting

## INTERESTS

- Documentary film-making (personal projects in development), camera, audio, editing, concept, story
- Writing short stories, poetry, film and theatre scripts
- Acting on the stage, theatre CV available on request
- Travel (Indonesia, Taiwan, Thailand, India, Nepal, The Caribbean, Morocco, UK, U.S. and Europe)
- Sketching and drawing, human figure and landscape
- Guitar, Singing, Electronic music
- Half-marathon, paragliding, scuba diving, martial arts, trekking, mountain biking, snowboarding, windsurfing, climbing and dance