

# MIKE BELZER

ANIMATOR

mbelzer5@gmail.com   mikebelzer.com

## OBJECTIVE

Looking to fit into a company where my talents will be fully utilized. I want to help push a company forward while listening and providing the community with what they want while being personally challenged and fulfilled.

## EMPLOYMENT

2009 – Present   Valve Software

Animator. Creating content for games such as **Team Fortress 2**, **CSGO**, **Portal 2**, and **The Lab** (for virtual reality). Responsibilities include animation, game engine content, creation of promotional materials, and always collaborating to figure out what's best for our community, company, and games.

2009   Rhythm & Hues

Animator. **Alvin and the Chipmunks: The Squeakquel**

2008 – 2009   Lumenas Animation Studio

Animation Director. **Legend of Santa Claus**. Worked with multiple departments including animation, motion capture, pre vis., and motion control stages setting up the hybrid film "Legend of Santa Claus"

2005 – 2010   Animation Mentor

2008   Warner Bros.

Animator. Worked on several shorts for the PEPFAR project

1997 – 2008   Walt Disney Feature Animation

Animation Supervisor. **Meet the Robinsons**, **My Peoples** (shelved project), and **Kangaroo Jack** Directly responsible for bridging the gap between management and artists while supporting the director's vision. Day-to-day responsibilities included: managing a crew over 60 animators, troubleshooting, delivering quotas, and attending various meetings with layout, modeling, rigging, FX, and editorial.

Supervising Animator. **Meet the Robinsons** (robot "Carl"), **Wild Life** (Red Pitstain), **Dinosaur** (Baylene and Url). Responsibilities were to set the standard for my character, work with riggers and modelers to get the character ready for production, supervised other animators keeping character on model and helping them get the best performance possible.

Animator. **Bolt**, **Mickey's Philharmagic** (theme park show)  
Providing animation for director's approval.

1991 – 1997   Skellington Productions

Animator. **Nightmare Before Christmas**, **James and the Giant Peach**

1993 – 1995   Pixar

Animator, Director. Commercials such as Gummy Savors, Listerine, Gap and Boston Market

1990 – 1993   Colossal Pictures

Animator, Co-Director. Commercials and miscellaneous projects such as Pillsbury Doughboy, Hershey Kisses and MTV

1987 – 1990   Freelance animator

Gummy TV series, TV pilots, commercials, and after-school specials

## SKILLS

Maya, Source, Unity, SoftImage, stop-motion animation, Photoshop, Premiere, Final Cut Pro, sculpting, lecturing, teaching, and managing