



BOB DEEVER

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EXPERIENCE:

Visiting Assist. Professor, Rochester Inst. of Technology, Rochester, NY.
August 2009 - present.

Teach Maya modeling, animation, texturing, rigging, lighting, dynamics and scripting. Teach ToonBoom, After Effects, and ZBrush. Serve as an advisor on undergrad and graduate films. Coordinate the RIT SIGGRAPH booth.

Assistant Professor, University of Advancing Technology, Phoenix, AZ.
August 2004 - August 2009.

Taught Maya and Max modeling, texturing, animation, lighting and rigging. Taught motion capture, ZBrush, anatomy, and character design. Supervised group projects, including the creation of 20 minutes of animated footage for the independent feature film, "The Controller".

Senior Character Animator, Calibre Digital Studios, Toronto, ON.
August 2003- March 2004.

Animated 3D characters in Maya for the BBC television series, "Ace Lightning". Created 30 seconds of character animation per week. Animated realistic creatures for National Geographic.

Animation Instructor, Art Institute of Portland, Portland, OR.
September 2000 - July 2003.

Taught animation, modeling, texturing and rigging on Maya. Taught character design, character sculpting and image manipulation. Started the whole Maya side of the animation program.

Senior Character Animator, Will Vinton Studios, Portland, OR.
January 1996 - March 2000.

Animated CG characters in Lightwave for commercial clients including M&Ms, Clorox, Hallmark and Miracle Whip. Animated stop motion puppets for 10 episodes of Eddie Murphy's series, "The PJs". Sketched storyboards and character designs. Coordinated life drawing sessions.

Character Animator, Stormfront Studios, San Rafael, CA.
September 1995-December 1995.

As a contract employee, animated characters in 3D Studio for the Star Trek DS9 Harbinger game.

Landscape Architect, Various Companies
September 1986-September 1993.





EDUCATION:

M.F.A. in Animation and Visual Effects, Academy of Art Univ., Aug. 2009.
Two years, Computer & Video Imaging, Cogswell College, June 1995.
B.S. in Landscape Architecture, Univ. of California at Davis, Sept. 1986.

SOFTWARE:

Maya, 3DS Max, ToonBoom, Photoshop, After Effects, ZBrush, Matchmover, Mudbox, EVaRT and Calcium Motion Capture Software

SKILLS:

Skilled in character animation, modeling, texturing, lighting, dynamics, scripting and rigging. Adept at character design, concept art, storyboarding and life drawing. Experienced with instruction, advising, and group supervision.

MEMBERSHIPS:

ACM SIGGRAPH

AWARDS:

“Bat City” Short Film – Best Animation Award

2001 Canyonlands Film Festival
2002 Temecula Valley International Film and Music Festival
2003 Southeastern Digital Animation Festival

“Bat City” Short Film – Audience Choice Best Animation

2002 Temecula Valley International Film and Music Festival

“Bat City” Short Film – Third Place

2002 Canadian International Film Festival
2002 Worldfest Houston

“Bat City” Short Film – Honorable Mention

2001 Fort Lauderdale International Film Festival
2001 Voladero International Film Festival (Mexico)

SCREENINGS

“Bat City” Short Film – Official Selection

2001 Edinburgh International Film Festival
2001 Mill Valley Film Festival
2001 Hope and Dreams Film Festival
2001 Long Beach International Film Festival
2001 Northampton Film Festival
2001 Rhode Island International Film Festival
2001 Anchorage Film Festival
2001 Palm Springs International Festival of Short Films
2002 Foley Film Festival (Ireland)
2002 East Lansing Film Festival
2002 Tahoe Film Festival
2002 Short Shorts Touring Film Festival (Japan)





SCREENINGS

“Test Anxiety” Short Film - Official Selection

2010 Los Angeles International Children’s Film Festival
2011 San Francisco Bay Area International Children’s Film Festival
2011 Washington DC Independent Film Festival
2011 Phoenix Film Festival
2011 Charleston International Film Festival
2011 Northwest Animation Festival
2011 KID’S FIRST! Film Festival

