

Anthony Tso

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Experience:

Previz Artist, Proof Inc., 5150 Wilshire Blvd. Los Angeles, CA 90036 Apr 2016 – Current

- Animating cameras and characters as directed on Fast & Furious 8.

Animator, Naughty Dog Inc., 2425 Olympic Blvd. Suite 3000W Santa Monica, CA 90404 Sept 2015 – Mar 2016

- Worked on Uncharted 4: A Thief's End, contracted through Yoh staffing
- Duties included mocap cleanup, keyframe animation and camera animation
- Assisted with setup and direction of mocap shoots.

Previz Artist, The Cavalry FX, 344 Indiana Ave. Venice, CA 90291, Feb 2015 – May 2015

- Camera and character animation, light modeling, and texturing for previz on Fantastic Four(2015).

Production Artist, Apple Inc. contracted thru Schawk!, 1 Infinite Loop, Cupertino, CA 95014 Mar 2014 – Jan 2015

- Created 3d assets, vector illustrations and retouched photos for use in marketing campaigns.

Cinematic Artist, Telltale Games, 4000 Civic Center Dr. Suite 400. San Rafael, CA 94903 Sept 2013 – Mar 2014

- Responsibilities include previz, camera animation, and constructing animation performances.

Camera Layout Artist, Sony Computer Entertainment America, 10030 Barnes Canyon Rd. San Diego, CA 92121
Apr 2013 – July 2013

- Contract layout artist through Yoh staffing, on-site at San Diego Studio
- Character staging and camera animation for “Knack”, a Playstation 4 release title.

Camera Layout Artist, Rhythm & Hues, 2100 E. Grand Ave. El Segundo, CA 90245 Sept 2010 – Mar 2013

- Rough Layout and Final Layout on “R.I.P.D”, “Hop”, “Alvin and the Chipmunks 3: Chipwrecked” and “Life of Pi”, winner of Best Cinematography for the 2013 Academy Awards. Also experienced with 3d stereoscopic workflow.
- Provided technical support, built scenes and managed assets on shows such as: Hop, Big Miracle, Alvin and the Chipmunks 3: Chipwrecked and The Seventh Son.

Shot Creator, The Third Floor Inc, 5410 Wilshire Blvd Los Angeles, CA 90036 June 2010 – July 2010

- Previz'd scenes from rough storyboards for “Jack the Giant Killer” and “Fright Night”.

CG Generalist, Baked FX, 5315 San Vicente Blvd. Los Angeles, CA 90019 May 2010

- Created shaders and lighting setups for CG objects to be composited with live action footage.

Graphic Artist, Adsync Technologies, 111 S De Villiers St. Pensacola, FL 32502 Sept 2009 – Feb 2010

- Modeled and textured low-poly environments for training simulators for the FAA.

Education:

Ringling College of Art + Design, Sarasota, FL. BFA in Computer Animation – May, 2009 Graduate

Software:

Autodesk Maya, Photoshop, After Effects(basic), Zbrush(basic), Adobe Premiere, Windows, Mac OS X, SUSE Linux

Skills:

Layout/Previz, Cinematography, Animation, Lighting, Modeling. Knowledgeable of all stages of production

Awards and Achievements:

Contributed to the team of artists at Rhythm & Hues to win the 2013 Academy Awards for Special Achievement in Cinematography and for Special Achievement in Visual Effects for “Life of Pi”.