

Derek Babchishin

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Skills and Experience

- Leadership experience on animated and VFX project, including directing project pitches.
- Authored animation style guidelines on a major Netflix animation series. Working with the director and art to create a style that works for the client and production.
- Preproduction experience on feature films. A solid background in film, television, games and advertisement
- Expert at hand keyed animation as well as motion capture with Maya.
- A broad range of skills and understanding of an animation pipeline.
- Rigging and scripting experience.
- Experience self publishing games.
- Review outsource work and travelled to partner studios when necessary.

Work History

April 2015 - Jan 2020 **Kickstart Entertainment** Animation Supervisor

Animation Supervisor on several CG animated series including a Starbeam.

June 2014 - April 2015 **Zoic** Senior Animator / Point of Contact

Animation for Once Upon a time, Arrow and Flash. Point of Contact for Fallen Skies, Assisted the animation supervisor's workload.

Jan. 2014 - April 2014 **Halon** Senior Artist

Worked with the Previs Supervisor, VFX Supervisor and Director during feature preproduction creating previs out of boards and scripts.

Sept. 2013 - Dec. 2013 **Zoic** Senior Animator

Animator for Once Upon A Time, Once Upon A Time In Wonderland and Hot Tub Time Machine 2

Sept. 2012 - Nov. 2013 **Odyssey Creative Labs** Lead Designer

Lead Designer for art and gameplay on the iOS Game Tale Tappers

July 2012 - July 2013 **Hydraulicx** Senior Animator

Animator for feature films, Training and assisting new recruits with our pipeline

Jan. 2012 - July. 2012 **Look Effects** Senior Animator

Creature animator for Warm Bodies

Nov. 2011 - Dec. 2011 **Keystone Productions** Senior Animator

Responsible for facial animations, lipsync and matchmoving

July 2011 - Oct. 2011 **Goldtooth Creative** Cinematics Animator

Responsible for character animations and lipsync as well as camera layout and previs for in game cinematics

Feb. 2011 - June 2011 **Prime Focus VFX** Animator/ Layout Artist/Lighting and Rendering
responsible for the layout of new shots and character animation using keyframe and motion capture animation for Final Destination 5

Oct. 2010 - Jan. 2011 **Bardel Entertainment** Lead Layout Artist
Responsible for the setup of new scenes, initial blocking of characters, accountable for meeting my team's deadlines

Oct. 2010 - Nov. 2010 **Mercury Filmworks** Freelance Rigger
Responsible for the rigging setup of several characters for Jake & the Neverland Pirate

Aug. 2010 - Sept. 2010 **Prime Focus VFX** Previs Artist
Responsible for the creation of previs for Final Destination 5

Sept. 2009 - July 2010 **Lumière VFX** Character Animator
Responsible for the creation of creature animations and previs for Story of Earth and The Day Of The Triffids

Feb. 2009 - Sept. 2009 **Fuel Industries** Senior Animator / Lead
Responsible for the creation character rigs and animations for advertisements, XBLA and iPhone titles.

Jul. 2006 - Jan. 2009 **Anthem VFX** Animator
Responsible for character animations and rigging of biped and quadruped creatures. Managing the animation schedule and reporting to the VFX supervisor.

May 2006 - Jul. 2006 **Electronic Arts Canada** Character Animator
Responsible for the character's in-game motion, staging and timing

Dec. 2005 - May 2006 **Rainmaker** Matchmove Artist
Responsible for the tracking of moving objects within a scene and assuring it is ready to be exported for animation or compositing

Filmography

Starbeam	Animation Supervisor	2019
Ready, Jet, Go!	Animation Supervisor	2017
Crouching Tiger, Hidden Dragon : The Green Legend	Senior Animator	2015
Fallen Skies	Senior Animator	2015
Once Upon a Time	Senior Animator	2015
Into the Storm	Senior Animator	2014
Hot Tub Time Machine 2	Animator	2014
Once Upon a Time in Wonderland	Animator	2013
The Secret Life of Walter Mitty	Senior Animator	2013
Machete Kills	Senior Animator	2013
Percy Jackson: Sea of Monsters	Senior Animator	2013

Escape Plan	Senior Animator	2013
The Frozen Ground	Tracking Artist	2013
World War Z	Senior Animator	2013
+1	Senior Animator	2013
Warm Bodies	Senior Animator	2013
Bloodline	Senior Animator	2013
The Twilight Saga: Breaking Dawn - Part 2	Senior Animator	2012
Prototype 2	Senior Animator	2012
Deus Ex: Human Revolution	Senior Animator	2011
Final Destination 5	Animator	2011
Planet Sheen	Senior Layout Artist	2010
The Day of the Triffids	Animator	2009
Sanctuary	CG Artist	2008
Masters of Science Fiction	Animator	2007
Tin Man	Animator	2007
Masters of Horror	CG Artist	2006
Son of the Dragon	CG Artist	2006
Garfield 2	Matchmove Artist	2006