

Paul Zeke
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(778) 887-0288

Canadian Citizen, BC Resident

Objective

To continue to work on high end film and series production, either in a creature effects or character animator capacity or a lead/supervisor capacity. Expanding my skills to new software and disciplines. Expanding my experience into interactive, video games and VR entertainment. Continuing to instruct and mentor up-and-coming animators and help them get their skills up to industry standard.

Examples of my work can be found at www.paulzeke.com

Professional Development

Contributed previs and animated key shots of the final fight in Lost in Space season 1 episode 10, which won the "Outstanding Animation in a Series or Live Action Project" award from the Visual Effects Society's 17th annual awards ceremony

Animated key sequence of Drogon for the Emmy winning episode 5 of Game of Thrones season 8 "The Bells", which took home the "Outstanding Special Visual Effects" award in 2019

Experience

DNEG

January 2020 - May 2020

- Greyhound
 - Vehicle animation
- Dune
 - Vehicle animation, creature animation, mocap cleanup/blending

Image Engine Design inc.

November 2016 - November 2019

- Game of Thrones Season 8
 - Pre-animation on episodes 1 and 3
 - Animated key sequence from the infamous episode 5 "the bells"
- Lost in Space season 1 & 2
 - Established character style with alien robot
 - Choreographed and previs animated fight scene at the end of episode 10
- Carnival Row
 - Creature animation, performing/recording motion capture and cleaning it up
- KIN
 - Worked closely with directors to establish animation style of a character/prop
 - Was solely responsible for animation of said character/prop
- Logan

- prop swap and matchmove animation
- Power Rangers
 - Alpha 5 and Zordon mocap animation

VCAD

March 2015 - present

- Animation Instructor
 - instructing classes and mentoring growing animators
 - body mechanics and weight are the focus of my lessons

ICON Creative Studio

March 2015 - August 2016

- Goldie and Bear
 - Senior animator handling the toughest technical and acting shots
 - high quality bar pushed visual polish to a higher level of TV polish
- Riders of Icarus cinematic trailer
 - self directed, choreographed and polished high end VFX style first-person action sequence
- various development pitches
 - Worked directly with studio owner to create a variety of pitch shots to win future contracts

Bardel Entertainment

December 2012 - March 2015

- Monsters Vs Aliens
 - senior animator handling the toughest technical and acting shots
 - high quality bar pushed visual polish to a new level
- The Prophet
 - feature film submitted to Cannes film festival
- All Hail King Julien
 - Lead animator, managed a small team while animating difficult technical shots

NerdCorps Entertainment

March 2010 - November 2012

- League of Super Evil
 - Found new ways to push character rigs to new limits for cartoony effects
- Rated A for Awesome
 - Comedic cartoony character animation
- Slugterra
 - worked on the rigging team to improve character rigs
 - trained many new animators and helped them adjust to the fast paced pipeline
 - mentored struggling animators to help them develop an eye for quality

Exploding Crate Games

2009

- Galaxy Wars for the Sake of the Universe (kongregate)
 - Conceptualized, designed, and produced a free to play online flash game with unique control scheme
 - used classical animation in flash to achieve a professional aesthetic with no budget
 - worked with actionscript to design and code levels for game

Imperia Media

2008-2009

- Assassins Creed: Bloodlines for PsP
 - animated characters in game
- The Princess and the Frog for Wii
 - animated characters in game

Education

Think Tank Training Center

2007-2008

- 3d animation (maya and XSI)
- 3d modeling (maya and XSI)
- Game Design
- Lighting
- Rendering

Vancouver Institute of Media Arts (Vanarts)

2006-2007

- classical animation
- life drawing
- layout and design
- graduated with honors

References

Thomas Schelesny

Visual Effects Supervisor for Game of Thrones - Image Engine Design Inc.

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Jason Snyman

Animation Supervisor for Game of Thrones - Image Engine Design Inc.

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Jenn Taylor

Animation Supervisor - Lost in Space season 2 & Carnival Row - Image Engine Design Inc.

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Nathan Fitzgerald
Animation Lead - Game of Thrones - Image Engine Design Inc.
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Chad Shattuck
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Jimmy Tu
Animation Director - Goldie and Bear - ICON creative studios
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November 18, 2019

To Whom It May Concern,

RE: Reference Letter for Paul Zeke

Paul Zeke has worked with us at Image Engine for close to 4 years. During this time he's shown to be a passionate, highly creative animator who has delivered high quality work on shows such as Game of Thrones Season 8, Lost in Space, and Carnival Row.

He goes the extra mile to come up with interesting ideas, enjoys experimenting and takes feedback well. He was especially helpful in the development stage of projects, while we try to find the style of certain characters.

I would gladly recommend Paul for an animation position, and believe he would put in the time and care to consistently deliver quality animation, well within schedule.

Please don't hesitate to contact me if you have further questions.

Jenn Taylor
Animation Supervisor
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