DARRELL CLAUNCH

Phone: (818) 253-1666 **Website:** www.knights-end.com
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Film Experience

Digital Visual Effects Artist

• *The Muppets*	Dir. James Bobin	Walt Disney Pictures
• *Underworld: Awakening*	Dir. Mårlind, Stein	Screen Gems
• *Red Hook Summer*	Dir. Spike Lee	40 Acres and a Mule Filmworks
• *The Finder*		20th Century Fox
• *Bones*		20th Century Fox
• *The Perks Of Being a Wallflower*	Dir. Stephen Chbosky	Summit Entertainment
• *The Dictator*	Dir. Larry Charles	Four by Two films
• *I, Alex Cross*	Dir. Rob Cohen	QED International
• *Life of Pi*	Dir. Ang Lee	Rhythm and Hues/Fox Pictures

Production Assistant

• *Winter's Bone*	Dir. Debora Granik	1stAD Yann Sobezynski 2ndAD Jolian Blevins	Roadside Attractions
• *Deal or No Deal*			NBC Universal, Inc.
• *Inside River Bluff Cave*	Dan Ginavan		National Geographic

Video Game Development Experience

Lead Artist

- *Go Diego Go! Mega Bloks Build and Rescue!* — *Nickelodeon/2K Play*
- *Chuck-E-Cheese's Party Games* — *Tommo Games*
- *Amazing Adventures: the Forgotten Ruins* — *Popcap Games*
- *Mystery PI: Portrait of a Thief* — *Popcap Games*
- *Backyardigans* — *Nickelodeon/2K Play*
- *Ni Hao, Kai Lan: Chinese New Year* — *Nickelodeon/2K Play*
- *Dora the Explorer: Puppy* — *Nickelodeon/2K Play*
- *Doors of Fortune* — *Moyo Studios*

Character Design/Sprite Animator

- *Wizards of Waverly Place* — *Disney Interactive*
- *Garfield's Fun Fest* — *Zoo Games*
- *Go Diego Go: Safari Rescue* — *Nickelodeon/2K Play*
- *Dora the Explorer: Saves the Mermaids* — *Nickelodeon/2K Play*
- *Sesame Street: Elmo's A to Zoo Adventure* — *Warner Bros.*
- *Sesame Street: Cookie's Counting Carnival* — *Warner Bros.*

Background Artist /Tile Set Creation

- *Deal or No Deal* — *Zoo Games – Wii*
- *Garfield's Fun Fest* — *Zoo Games*
- *Little League World Series Baseball '08* — *Activision*
- *John Deere Harvest in the Heartlands* — *Destineer, Inc.*
- *Zhu Zhu Pets 2: featuring the Wild Bunch* — *Activision*
- *Zhu Zhu Pets: Princess* — *Activision*
- *4 additional titles* — *Nickelodeon and Activision*

Work Experience

- Look! Effects **Digital Compositor** 2004 - Present
  - Compositor of visual effects for television and film using Nuke and AfterEffects.
  - Work on seven films, fifteen television episodes as well as several unannounced projects.

- Knights End Creative **Studio Owner** 2004 - Present
  - Development of character illustration, pixel artwork, sprite creation, and animation for video games, trading cards and web application for multiple international clients.
  - Film and video production work via storyboards, cinematography, production assistance and editing with local and national clients such as Toyota, ABC, NBC, Universal Studios, National Geographic and multiple award winning film, *Winter's Bone*.
- Black Lantern Studios **Lead/Senior Artist** 2007 - 2010
  - Promoted to lead artist from entry level within four months of beginning employment.
  - Managed over 16 projects, up to three concurrently with different styles and deadlines.
  - Lead teams of over 20 artists while pitching concepts and design ideas to the client and coordinating with tech and dev departments.
  - Created all game mockups, established pipeline, documentation and project estimates.
- KSPR Springfield 33 **Creative Director/Marketing Manager** 2004 – 2006
  - Responsible for all in house commercial/promotional production seen on air.
  - Planned market strategies, promotional events and limited partnerships with businesses throughout the metro area in order to gain a larger viewership.
  - Storyboard artist and editor for hundreds of our high-end commercials and television specials.
  - Pitched ideas and concepts to clients, businesses and ad agencies.

Education

Missouri State University 1999-2004
BFA Computer Animation and Mass Media Minor

Technical Skills

- **Platforms/General Productivity**: Windows and Mac OS, all versions. Microsoft Office, Project, etc.
- **Editing/Audio:** Final Cut Pro, Adobe Premiere, Avid, Soundbooth
- **Animation/Graphics:** Nuke, AfterEffects, Photoshop, Illustrator, Dreamweaver, Lightwave, Maya, 3DS Max, Debabalizer, Pro Motion, Nitro, Flash, Sketchbook Pro.

References

- Mickey Stone, Stone Productions, (417) 425-7256
- Sarah Kessinger, Missouri Film Alliance VP, *Winters Bone* Prod. Office Coordinator, (417) 827 - 0457
- Chris Moore, Black Lantern Studios, Senior Art Lead, (417) 770-0089
- Further Character references may be found at http://www.linkedin.com/in/dclaunch

Links

- Games--- http://knights-end.com/Games.html
- Editing Reel--- http://vimeo.com/20661790
- Art/Storyboard Gallery--- http://knights-end.com/Gallery.html