Jeff Wenz

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Jeff is an optimisic and energetic animator focused on rigging and motion capture. Initially self-taught, he started studying animation at SAE Univertiy College in 2022 and finshed in 2024 with a bachelor's degree. Jeff is most proficient in Autodesk Maya, Adobe Photoshop and Adobe Premiere, but is also quite familiar with other industry programs and systems like Unreal Engine and USD. Whether he is solo or in a team, Jeff works well under pressure, always gives his all, and motivates everyone to do their very best.

Education

2022-02 - 2024-06	**Bachelor of Animation** SAE University College Melbourne
2018-06 - 2022-09	**Apple Excellence** JB Hi-Fi Home Pakenham Master Plus
2011-08 - 2013-06	**High School Diploma** Chino Hills High School, Chino Hills, CA, US High School Academy Graduate Chino Hills Academy of Digital Design And Communications (CHADDAC)

Experience

2023-06 - 2023-08	**Production Lead/Producer - *Panels* [Animated Short Film]** *Melbourne, Victoria, Australia* • Character rigging • VFX and Maya dynamics • Collaborative team leader and task handler
2019-04 - Present	**Audio/Visual Installation - *JAVIS* [Jeff's Audio/Visual Installation Service]** *Pakenham, Victoria, Australia* • Self operated business • Audio engineering, EQing and operation • Indepth multimedia and computer technician
2017-10 - Present	**Retail - *JB Hi-Fi Home Pakenham*** *Pakenham, Victoria, Australia* • Telstra and Apple representative • Computer networking solutions • Information Technology team lead and delegation
2011-06 - 2012-01	**Graphic Designer - *C.D. Food Services*** *Eastvale, California, United States* • Photoshop and Illustrator design • Maya design and templating • Client work and communication

Programs

Adobe After Effects
Adobe Audition
Adobe Flash / Animate
Adobe Illustrator
Adobe Photoshop
Adobe Premiere
Adobe Substance 3D Painter
Autodesk 123D Design
Autodesk Maya
DaVinci Resolve
Foundry Nuke
Fruity Loops Studio
Microsoft Office
Microsoft Visual Studio
Nvidia Omniverse (USD)
Unity
Unreal Engine

Expertise

Rigging in Maya

Animation in Maya

Modeling in Maya

Sequencing in Premiere

Composition in Photoshop

Animating in After Effects

Rigging in After Effects

Kinect Motion Capture

Skills

Teamwork

Time Management

Problem Solving

Leadership

Communication