

Thomas J. Heimann

Character Animator

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Work Experience

Wimo Games, Austin TX

Feb 2021-2024

www.wimogames.com

Senior Animator for RPG Dice: Heroes of Whitestone (mobile), Battle Bows, Micro Machine: Mini Challenge Mayhem (VR)

KingsIsle Entertainment, Austin TX

Jul 2011-Feb 2021

www.kingsisle.com

Senior Animator for Wizard 101 & Pirate 101 (PC)

Redfly Studio, Austin TX

June 2009-June 2011

Animation Lead for Cook or be Cooked, The Force Unleashed 2 (Wii)

Amaze /Fizz Factor, Austin TX

Oct 2006-April 2009

Lead Animator for SpongeBob Beach Party Cook-Off, WWE Smackdown vs. Raw, Incredible Hulk (DS)

Breakaway Games, Austin TX

July 2006- Sept 2006

www.breakawaygames.com

Lead Character Animator

The Animation Farm, Austin TX

Oct 2003-June 2006

Animation Director

Supervised concept, storyboards, and animation; Managed off-site artists

Won a 2006 Telly Award for "[The Drugs I Need](#)" video

Inevitable Entertainment Inc., Austin TX

April 2001-Sept 2003

Senior Animator for The Hobbit (console)

Glass Eye Entertainment, Austin TX

July 2000- April 2001

Animator for Microsoft Casino (PC)

Acclaim Studios, Austin TX

July 1999-June 2000

Cinematic Animator for Turok 3: Oblivion (console)

Bardel Animation LTD, Vancouver

May 1996-June 1999

www.bardelentertainment.com

Contract animator for various television and feature film projects, including:

- "GooGol" series for the Lightspan Partnership
- "GeeKeR" television series for Columbia/Tristar
- "Stickin Around" television series for Nelvana Productions Canada

- "Joseph, King of Dreams" feature for Dreamworks
- Storyboard artist for "Princess Sissi" series for CineGroup Canada
- Created and Directed "Lil Joe and Willie" PSA for UNICEF's campaign for children

Delaney & Friends Animation, Vancouver

Jan 1996- May 1996

Storyboard and Layout artist for "Sandman" television series

Warner Brothers Animation, Los Angeles

June 1995-Dec 1995

Animator for *Space Jam* feature film.

Skills

- Character animation
- Traditional Drawing and Animation Concept
- Storyboards
- 3DSMAX/Maya for character animation
- Spine
- Adobe Suite
- Unity Engine
- UE5

Education

- **VanArts School of Animation and Multimedia, Vancouver** **1994-1995**
Associate's Degree
<https://www.vanarts.com/>
Studied Traditional animation under Lee Mishkin (Heavy Metal, Faeries, Mr. Magoo) and Lindsay Pollard (Simpsons, Futurama)
- **The Colorado Institute of Art, Denver** **1992-1994**
Associate's Degree in Visual Communication
Graphic Design, Illustration, Advertising
- **University of Wisconsin at Eau Claire** **1990-1992**
Art theory and drawing