

# ARI TEGER

ANIMATOR & PREVIS ARTIST

WWW.ARITEGER.COM  
ARI@ARITEGER.COM

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## EXPERIENCE

### Guerrilla Games

Nov 2018 – Present // Amsterdam, NL

Senior Cinematic Layout Artist

### Digital Domain

Oct 2014 – Sep 2018 // Los Angeles, CA

Animator/Previs/Postvis Artist

- Previs character and camera animation, tracking and compositing of shots for editorial review
- Mocap cleanup and keyframe character animation for high-profile commercials

Sonic the Hedgehog  
Ready Player One  
Black Panther  
Beauty and The Beast  
Pixels  
Destiny 'Evil's Most Wanted' commercial

### Proof, Inc

Oct 2011 – Oct 2014 // Los Angeles, CA

Previs/Postvis Animator

- Realistic and cartoony human and creature animation for film and television
- Tracking, compositing, and editing of shots for several postvis sequences

Guardians of the Galaxy  
Furious 7  
The Hunger Games: Catching Fire  
Fast & Furious 6  
R.I.P.D.  
The Amazing Spider-Man

### Sony Computer Entertainment America

Feb 2013 – Jul 2013 // San Diego, CA

Camera and Character Layout Animator

- Keyframe character and camera animation in Motionbuilder
- Mocap cleanup and assembly while working closely with other departments

Knack (video game)

### Halon Entertainment

Jun 2010 – Feb 2012 // Santa Monica, CA

Previs/Postvis Animator

- Human, creature, and camera animation
- Integration of animation and compositing into film plates for postvis review

World War Z  
Life of Pi  
The Hunger Games  
Cowboys & Aliens

### Psyop

Jan 2010 – May 2010 // Venice, CA

Character Animator

- Cartoony character and camera animation for several high-profile television spots
- Taking shots from previs animation and camera layout through to final animation

## Melody Street LLC

Sep 2009 – Dec 2009 || Los Angeles, CA

### Character Animator

- Cartoony character animation for a television pilot under tight deadlines
- Remote communication with supervisors and animators to produce professional work

## Sony Pictures Imageworks

Jun 2009 – Sep 2009 || Los Angeles, CA

### Animation Intern

- Mocap cycle creation while becoming familiar with studio pipeline
- Assisting in the creation of the in-house animation training module

Alice in Wonderland

## Click 3X

Jul 2006 – Sep 2006 || New York, NY

### Animation Intern

- Assisting animator on several television spots
- Modeling, texturing, and animation of 3D architectural assets

## EDUCATION

### Animation Mentor

- Emeryville, CA
- January 2008 – December 2008

### Drexel University

- Philadelphia, PA
- Bachelor of Science in Digital Media (June 2007), Cum Laude

## SOFTWARE

- Autodesk Maya 2019
- Autodesk MotionBuilder 2018
- The Foundry NukeX
- Adobe After Effects CS6
- Anderson Technologies Syntheyes
- Adobe Photoshop CS6
- Adobe Premiere CS6