

Jack Yuster

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EDUCATION

Ringling College of Art and Design

Bachelor of Fine Arts, Computer Animation; Minor in Film Studies

Sarasota, FL

May 2023

ANIMATION EXPERIENCE

Crowds & Fix Animator, Pixar Animation Studios, Emeryville, CA

Sept. 2024 – June 2025

- Crowds & fix animator on *Elio* (2025) and *Hoppers* (2026)
- Efficiently crafted a wide variety of shots, cycle animations, and animated crowd characters ranging from small shot-specific vignettes to complex, large-scale crowds
- Resolved animation issues in production shots, ranging from minor intersection fixes to polishing and reanimating hero shots
- Developed pre-pro animation tests for *Incredibles 3* to help shape the film's animation style, timing, and performance

Animation Intern – Crowds & Fix, Pixar Animation Studios, Emeryville, CA

June 2024 – Aug. 2024

- Crowds & fix animator on *Elio* (2025)
- Refined shot animation and animated a wide range of crowd characters, creating a believably lived-in world
- Leveraged previous intern experience to support and help guide first-time interns, assisting them with various tasks and challenges

Freelance Animator, The Frameyard, Remote

Apr. 2024 – June 2024

- Animated dynamic cinematic shots for a VFX-style *Game of Thrones* video game advertisement
- Established initial layout including camera moves, character blocking, and shot timing
- Led rig testing and organized file structures, collaborating closely with rigging to ensure animation-ready rigs and streamline workflows

Freelance Video Editor & Game Capture Artist, The Frameyard, Remote

Feb. 2024 – May 2024

- Captured gameplay footage for Supercell mobile titles, highlighting key moments for marketing
- Creatively edited multiple ad spots tailored for different platforms, blending dynamic pacing, music, and visuals to elevate brand storytelling

Freelance Animator, AnimSchool Studios, Remote

Nov. 2023 – Dec. 2023

- Character animator on AnimSchool's YouTube series, *MechWest*
- Contributed to a fast-paced remote pipeline, delivering polished animation under a tight deadline
- Effectively implemented director's feedback to maintain continuity and high production quality

Animation Intern, Pixar Animation Studios, Emeryville, CA

June 2023 – Aug. 2023

- Animated legacy Pixar characters in assignments of varying difficulty from ball bounces to acting shots
- Ensured that established characters' acting choices were both consistently in character and on model
- Quickly and efficiently learned Pixar's proprietary Presto animation software and its complexities
- Participated in weekly animation "dailies" to receive/implement constructive feedback on assignments

Gameplay Animation Apprentice, 343 Industries, Redmond, WA

June 2022 – Aug. 2022

- Animated various keyframe & mocap cleanup shots/cycles (walk, taunt, death, & first-person posing)
- Directed my fellow apprentice & provided feedback on a narrative motion capture shoot
- Utilized style guides while animating to stay true to each character and keep the rigs on model
- Learned 343 Industries' specific tools & proprietary Slipspace Game Engine
- Addressed constructive notes & applied feedback from my mentor/team members

LEADERSHIP/COMMUNICATIONS EXPERIENCE

Computer Animation Mentor, Ringling College of Art and Design, Remote

Aug. 2022 – Present

- Mentors and supports multiple underclass Computer Animation students
- Consistently communicates with and helps guide mentees to address any challenges they may face

TECHNICAL SKILLS

Advanced proficiency in Maya, Presto, Dragonframe, Premiere Pro, Photoshop, Microsoft Office Suite