

John Luciano

Animation & Story Artist

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EXPERIENCE

- 2/2006-present **South Park – Los Angeles, Calif.**
Animation for episodes of season 10-26
Animation for South Park Paramount Plus Specials
- 2022-present **Columbia College IAM - Chicago, IL.**
Adjunct Instructor – Computer Animation, Keyframing 1
- 2018-2022 **The Los Angeles Film School - Hollywood, Calif.**
Adjunct Instructor – Character Animation and Storyboarding
- 2/2013-7/2017 **Ubisoft – Los Angeles, Calif.**
Gameplay and cut scene animation for The Stick of Truth & Fractured But Whole
- 6/2006-8/2008 **Brain Zoo Studios – Van Nuys, Calif.**
Animation and previs for *Destroy All Humans 3* game cinematics
Animation and previs for *Star Wars Lego* commercials
- 7/2005-9/2005 **Stan Winston Digital - Van Nuys, Calif.**
Animation and matchmoving for Disney feature film *8 Below*
- 4/2005-6/2005 **Omaton Studios - San Clemente, Calif.**
Character Animator, Nickelodeon feature film *Barnyard*
- 2001 **Klasky Csupo, Inc. Commercials - Hollywood, Calif.**
Senior Character Animator & Layout Artist
- 1995-2004 **Calabash Animation - Chicago, Ill.**
Character Animator
- Animation and clean-up on 2002 Academy Award-nominated short *Stubble Trouble*. Animation of characters for General Mills spots such as Lucky the Leprechaun, the Trix Rabbit and the Honeynut Cheerios Bee, among others. Creation of character and background layouts.

RELEVANT EXPERIENCE

- 5/2019-2022 **Los Angeles Film School - Los Angeles, Calif.**
Storyboard and Animation Instructor
- 8/2005- 2/2006 **Laguna College of Art & Design - Laguna Beach, Calif.**
Maya Character Animation Instructor

EDUCATION

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|------|--------------------------------------------------------------------------|
| 2014 | CGMA 2D Academy
Storyboarding for Animation |
| 2013 | Animation Mentor
Animals and Creatures Masterclass |
| 2000 | The Drawing Workshop - Chicago, Ill.
Structure & Anatomy |
| 1995 | Sheridan College - Ontario, Canada
Degree: Classical Animation |

SOFTWARE

- Skilled with **Toon Boom Storyboard Pro, Autodesk Maya, Photoshop & After Effects**

References available upon request.

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