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# Jean-Leny Sole

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## WORK EXPERIENCE:

- Psyop, Venice, CA** **September 2019 – October 2019**  
**Character Animator**  
  - Animator on a TV commercial.
- Blur Studio, Culver City, CA** **February 2019 – September 2019**  
**Character Animator**  
  - Animator on The Elder Scrolls, Honor of Kings, and PUBG.
- Psyop, Venice, CA** **February 2018 – November 2018**  
**Character Animator**  
  - Animator on Clash of Clans.
- The Third Floor, Los Angeles, CA** **June 2016 – February 2018**  
**Character Animator**  
  - Animator on Raising a Rukus, a VR short animated movie.
  - Shot creator.
- Gasket Studios, Minneapolis, MN** **May 2016**  
**Character Animator**  
  - Animator for the opening and ending cinematic of the 2016 Ghostbusters video game.
- BrightSource Productions, Alameda, CA** **February 2014**  
**Freelance Character Animator**  
  - Animated an elephant for a short animation on display at the McCarran International Airport in Las Vegas, NV.

## EDUCATION:

- Upright Citizens Brigade Theatre (UCB)** **August 2017**  
  - One week intensive Improv 101 program.
- iAnimate.net (Feature Animation Workshop)** **Jan 2015 - March 2016**  
  - Workshop #7: Showreel Polish.
  - Workshop #6: Sequence Work.
  - Workshop #5: Full Body Acting, Facial and Lip Sync Exercises.
  - Workshop #4: Close Up Facial Acting and Lip Sync.
  - Workshop #3: Advanced Body Mechanics and Pantomime Acting.
- The Gnomon Workshop** **Jan 2013 - Dec 2014**  
  - Training in character animation/generalist.
- New York University, New York, USA** **Oct 2011 - April 2012**  
  - Continuing Education Program: C4D, AE and Digital Entertainment, Marketing and Advertising.
- ESC Rennes School of Business, Rennes, FRANCE** **Sept 2006 - Nov 2010**  
  - Master of Arts in International Business.

SOFTWARE KNOWLEDGE: Maya, After Effects, Photoshop.