

About Me

I'm a Vancouver-based

animator originally from

South Carolina. Growing up I loved to draw and

be creative, leading me

available to me. Seeing

the making of Jurassic

Park at age 12 sparked

effects, a passion which led me to earn a degree

in computer animation

of Art. Since my first

from the Atlanta College

feature film job in 2010.

has led me to Vancouver.

the animation industry

worked for some of the world's leading visual

effects studios. I love

to life and I'd love the

you too on your next

opportunity to work for

the challenge of bringing amazing visuals

cool project.

Canada where I have

my enthusiasm for

animation and visual

to take every art class

## ZAC (IVE) · ANIMATOR ·

## **Animation & VFX Experience**

Sony Pictures Imageworks (Senior Animator) April 2021 - Present

- K-Pop: Demon Hunters
- In Your Dreams
- Spider-Man: Across the Spider-Verse
- The Sea Beast
- Hotel Transylvania 4: Transformania

Industrial Light & Magic (Senior Animator) June 2020 - Mar 2021 - Space Jam: A New Legacy

- Sony Pictures Imageworks (Senior Animator) Jan 2017 May 2020 - Monster Pets: A Hotel Transvlvania Short Film
  - Over the Moon
  - The Mitchells vs. The Machines
  - Spider-Man: Far From Home
  - Spider-Man: Into the Spider-Verse
  - Hotel Transylvania 3: Summer Vacation
  - Spider-Man: Homecoming

Image Engine (Animator) Nov 2016 - Jan 2017

- Power Rangers
- Logan (Briefly)

Sony Pictures Imageworks (Animator) Sept 2014 - Nov 2016

- Smurfs: The Lost Village
  - Angry Birds (Marketing)
  - Alice Through the Looking Glass - Hotel Transylvania 2

MPC (Animator) Jan 2014 - Feb 2014 - Edge of Tomorrow

Pivot VFX (Animator) - Smurfs 2

Jan 2013 - May 2013

Sept 2010 - Apr 2011

- Smurfs 2 (Marketing)

Sony Pictures Imageworks (Animator)

- Green Lantern

## Interests/Hobbies Education

Fall 1999 - Spring 2003

Fall 2007 - Spring 2009 - Diploma for Advanced Studies in Character Animation Atlanta College of Art

Winter 2018 CG Master Academy - (Online) Intro to Unity CG Master Academy - (Online) Intro to Rigging Winter 2019

Summer 2022 CG Master Academy - (Online) Substance Basics A Winter 2023

CG Master Academy - (Online) Anatomy for Production Summer 2023 CG Master Academy - (Online) Substance Character Texturing Summer 2024

phone: 778-707-5397

## **Animation Mentor**

- Bachelor of Fine Arts - Computer Animation

CG Master Academy - (Online) Lighting/Shading for Film

email: zacovercash@gmail.com

Photography Ukulele Gaming Film Analysis

**Digital Art** 

**Traditional Art** 

**Virtual Reality Anything Creative** Fitness/Nutrition

Onewheel