

Steven Robert Walker

3D Character Artist

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Career Highlights

The Walt Disney Company, Lake Buena Vista, FL (May 2000 – November 2006) (March 2008 – Present)

The Magic of Disney Animation, *Disney's Hollywood Studios* (June 2006 – November 2006) (March 2008 – Present)

Artist Trainer, Artist, Attractions Host

- Apprenticed under the Disney Design Group to draw Disney characters on-model.
- Trained incoming artists to draw Disney characters on-model. Emphasis was placed on appeal, proportion, and line quality.
- Conducted 3D animation workshop series to educate Attractions Cast Members about how the animation process works.
- Taught 15-minute drawing classes to theme park guests. Characters included Mickey Mouse, Minnie Mouse, Donald Duck, Pluto, Goofy, Stitch, and Winnie the Pooh.
- Performed in the "Drawn to Animation" show with Mushu, a 15-minute presentation on how Disney characters are created.

Who Wants To Be A Millionaire – Play It!, *The Disney-MGM Studios* (May 2005 – June 2006)

Attractions Host

- Communicated with Millionaire team by radio to help seat 650 guests as quickly and safely as possible within a 15-minute time frame.

DisneyQuest, *Downtown Disney* (May 2001 – May 2005)

Artist, Attractions Host, Park Greeter

- Taught 30-minute drawing classes to theme park guests. Characters included Mickey Mouse, Minnie Mouse, Donald Duck, Pluto, Goofy, Scrooge McDuck, Stitch, Cogsworth, and Iago.
- Taught 30-minute drawing classes in "The Festival of the Masters" art event in Downtown Disney two consecutive years.
- Attractions Host duties included operating all the attractions in the park, acting in-character and thereby preserving the theme of the attraction. Emphasis was placed on safety.
- Park Greeter duties included answering questions, giving directions, and providing any other assistance that might be necessary.

Pure & Simple, *Epcot* (May 2000 – May 2001)

Food & Beverage Host

- Operated cash register, handled currency, and filled orders.

American Animation Studios, Prosser, WA (December 2006 – September 2007)

Animator, Lead Character Rigger, Modeler, Concept Artist

- Two shipped film titles, "Patrick Henry: Quest for Freedom" and "Paul Revere: Midnight Ride"
- Created character and environment models for "Fruit Follies: Gather for Him".
- Assisted with modeling, blend shapes, and character design.

Education

Ringling College of Art & Design (August 2002 – May 2006)

Bachelor of Fine Arts Degree in Computer Animation

University of Phoenix (March 2008 – Present)

Master of Information Systems

Software

- Maya
- MotionBuilder
- some Flash
- MS Word
- Photoshop
- Shake
- FrontPage
- MS Excel
- Premiere
- some After Effects
- Dreamweaver
- HTML

Portfolio and Demo Reel Available Upon Request