

STEVEN R. WALKER

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PROFESSIONAL ACHIEVEMENTS

- Directed a team of individuals to success at Build-A-Bear Workshop as Floor Leader in the areas of guest experience, sales, and profitability.
- Completed two full-length animated films at American Animation Studios.
- Trained a team of artists through a series of workshops and training seminars to draw Disney characters properly at the Walt Disney World Resort.
- Taught drawing classes at both The Magic of Disney Animation and DisneyQuest attractions at the Walt Disney World Resort.

SKILLS

Management	Scheduling	3D Animation	Drawing
Training	Radio Communication	3D Modeling	Storyboarding
Coaching	Public Speaking	Character Rigging	Concept Art
Workshops	Customer Service	Acting	Web Design

SOFTWARE

Maya	Premiere	Word	Workbrain
MotionBuilder	After Effects	Excel	Dreamweaver
Photoshop	Shake	PowerPoint	HTML

CAREER HIGHLIGHTS

Associate Workshop Manager, *Build-A-Bear Workshop*, Orlando, FL Mar 2009 – Present

Energized associates as Floor Leader to ensure coverage in guest service and daily task completion. Assisted in learning development by training associates and providing feedback. Assisted in timely processing of incoming and outgoing shipments. Processed damages and store transfers. Assisted with payroll and timekeeping procedures and audited daily punches. Maintained company housekeeping standards. Processed guest transactions and register functions including merchandise returns and refunds. Performed HR functions including interviewing, selection, and scheduling. Created visuals for various in-store promotions and events.

Trainer and Artist, *The Walt Disney Company*, Lake Buena Vista, FL May 2000 – Present

Trainer for incoming artists and animation tour cast. Taught 20-minute drawing classes to theme park guests at *Animation Academy* attraction. Performed in the *Drawn to Animation* show with Mushu, a 15-minute presentation about how Disney characters are brought to life. Trained artists to draw Disney characters on-model. Emphasis placed on appeal, proportion, and line quality. Trained animation tour cast to perform in the *Drawn to Animation* presentation, as well as the rest of the attraction. Conducted training seminars to teach custodial cast property-wide to draw Mickey Mouse using a mop and water on concrete. Conducted 3D animation workshops to educate attraction Cast Members about computer animation.

Animator, Rigger, & Modeler, *American Animation Studios*, Prosser, WA Dec 2006 – Sep 2007

Completed two film titles, *Patrick Henry: Quest for Freedom* and *Paul Revere: Midnight Ride*. Animated a variety of characters in both films including humans, horses, eagles, and mice. Rigger and weighted characters for both films. Created character and environment models. Assisted with modeling, blend shapes, and character design. Provided voices for background characters.

EDUCATION

Bachelor of Fine Arts, *Ringling College of Art & Design*, Sarasota, FL May 2006

