

**Paul Naas**

P.O. Box 1440 Menlo Park, CA 94026-1440  
(650) 387-6566

paulnaas@comcast.net  
www.paulnaas.com

---

**Experience Summary:**

Over sixteen years of animation/graphics experience. Three and a half years of college-level teaching experience, including course content development. Three years of team leadership experience, including scheduling, resource allocation, and working with subject matter experts.

**Professional Experience:**

**San Francisco State University; San Francisco, CA** 2008–Present  
*Lecturer, Cinema department (Animation)*

Teach classes in animation principles, 3D computer animation, audio synch, and preproduction. Prepare and present examples and exercises relevant to student assignments. Provide advice and critique on student work.

**Canada College; Redwood City, CA** 2007–Present  
*Adjunct Faculty, Multimedia department*

Design and implement course content for introductory and advanced animation classes. Teach classes in introduction to 3D, character animation, Flash, multimedia careers, history of animation and independent study.

**BZillions/C2 Gaming; Las Vegas, NV** 2004–2008  
*Game Designer/Developer (contract)*

Working remotely, design and create art assets for video slot machines. Create game themes, design gameplay, reel symbol sets, characters, animation, and backgrounds. Design and create glass art and sales brochures.

**Digital Praise; Fremont, CA** 2005  
*Animator (contract)*

Animated cinematics (characters and environmental elements) for “Adventures in Odyssey – The Great Escape.” Rigged existing Flash character elements for animation and created new character elements.

**Crawford and Associates; Palo Alto, CA** 2004–2005  
*Web Animator (contract)*

Developed and delivered Flash-based animation elements and page content for e-learning projects. Work included character, effects, and text animation.

**Cisco Systems; San Jose, CA** 2000–2004  
*Web Animator/Content Developer*

Designed, developed, and executed web-based e-learning content for Human Resources and technical publications using Flash and 3D tools. Character design, storyboarding, asset creation, and animation.

**Casino Data Systems; San Carlos, CA** 1998–2000  
*Senior Animator/Artist*

Modeled, rigged, and animated game elements and bonus games for video slot machine products. Project lead, coordinating the work of up to three other artists. Directed and animated promotional videos.

**Disney Institute (Walt Disney World Co.); Orlando, FL** 1995–1998  
*Animation Instructor/Animator*

Instructed in traditional, computer, and stop-motion animation techniques, character design, and voiceover. Developed and implemented elements of animation curriculum. Developed and implemented animation curriculum for Disney Cruise Lines. Lead animator on several short-form animation projects.

**Northstar Studios; San Mateo, CA** 1994–1995  
*Lead Character Animator*

Senior character animator for video game projects. Led team of five artists. Trained staff artists in the fundamentals of animation and motion. Reviewed, approved, and provided feedback on in-game animation.

**Education:**

*MFA, Animation (in progress);* Academy of Art University, San Francisco, CA. Estimated completion Spring 2010.  
*BA, Advertising, 1987;* San Jose State University, San Jose, CA  
*AS, Computer and Information Systems, 1984;* College of San Mateo, San Mateo, CA  
*Certificate in Technical Communications, 1994;* De Anza College, Cupertino, CA

**Professional Memberships:**

ASIFA-Hollywood  
ASIFA-San Francisco

**Computer Skills:**

**Hardware:** PC (Windows XP, NT), Macintosh

**Software:** Maya, Lightwave, Flash, Photoshop, After Effects, Illustrator, Swift 3D, Final Cut Pro, Dreamweaver

**Significant Achievements:**

- Directed :30 animated trailer for 2010 "Berlin And Beyond" film festival, San Francisco
- Illustrated "Acting for Animators," revised edition, by Ed Hooks (published August 2003).
- Created and presented animation seminars for the Children's Discovery Museum of San Jose (August 2005, March 2006, July 2006, June 2009).
- Served as a judge in traditional animation category; Multimedia & Entertainment Initiative's Media Arts Awards (Spring 2009).
- Served on selection committee for the Gordon Thomas Memorial Animation Scholarship; San Francisco State University (2006, 2008, 2009)
- Completed three theatrical short subjects:
  - "Nature Nuggets Part 1" (2002). Online at [www.3btv.com](http://www.3btv.com) and [www.animatorsunite.com](http://www.animatorsunite.com)
  - "Take Your Pick" (1995). Toured in "Spike and Mike's Sick & Twisted Festival of Animation," 1995.
  - "Bucky's Secret Life" (1992). Toured in "Spike and Mike's Original Festival of Animation," 1994.
- Participated in faculty art gallery show "Analog To Digital And Back Again," Cañada College Art Gallery (November 2008)
- Lead animator on public service announcements for UNICEF:
  - "Non-Discrimination" (1999).
  - "The Child's Opinion" (1997). Screened at Annecy International Animation Festival.
  - "Tune In To Kids" (1996).