

Visual storytelling is about the merging of all  
artistic disciplines to build a creative bridge from

# SCRIPT TO SCREEN

# Steve VALDEZ

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## Profile

A highly creative self-starter and team player with a strong understanding of cinematic principles and the ability to establish visual themes and tones.

## Education

The Art Institute of Boston at Lesley University; Boston, MA  
Bachelor of Fine Arts, Animation

## Skills

Communicates at the production level  
Oversees freelance designers and artists as necessary  
Participates in (and leads) brainstorming sessions  
Ability to establish production pipelines, protocols and tools  
Ability to manage small and large teams

## Technical Skills

Proficient working knowledge in Adobe Photoshop, Illustrator, InDesign, After Effects and Flash CS4, Final Cut and Soundtrack Pro, ToonBoom and Storyboard Pro, and Corel Painter 10.



# UGLY AMERICANS

## Agency

Cuppa Coffee Studios, Comedy Central

## My Role

Senior Animator

## Project Details

Cuppa Coffee Studios, an award-winning animation studio, was hired by Comedy Central to produce eight traditionally-animated television episodes of a new show entitled Ugly Americans.

As Senior Animator, my responsibilities included producing a traditional animation look and feel for characters, props, and background elements using Flash MX, providing key animation and timing charts for In-Between animators, and supervising Ink-and-Paint artists.



# MONSTROVILLE

## Agency

Swamp Ape Studios

## My Role

Storyboard Artist

## Project Details

A major animation company called on Swamp Ape to produce a pilot episode of Monstroville, a Swamp Ape property. The project was on a tight production budget and called for experienced and highly creative talent to help produce the short.

Working closely with the director and producer, I created storyboards that worked with and pushed the bounds of Flash-based character designs and animation. During editorial, I assisted the director with editing and timing of animatics.



# RALPH FILMORE: PARANORMAL INVESTIGATOR

## Agency

Big Jump Productions

## My Role

Senior Animator, Character Designer

## Project Details

Big Jump Productions needed animators and designers to produce a series of introductory episodes for their upcoming meetings with Canadian network companies. I helped to create characters in Flash, supervised character rigs and oversaw animators during production.



# PETROLFAME

## Agency

Echo Bridge Pictures / Self

## My Role

Writer, Animation Director, Storyboard Artist, Composer

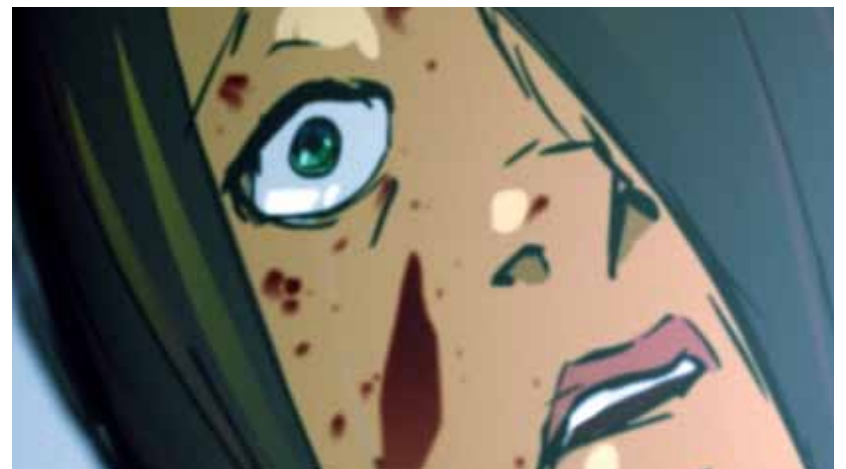
## Project Details

PetrolFame was an experimental short film, exploring the potential of animation as a form of expression and a means of communicating ideas. This project focused on a character study and sought to find a way to look into the character's mind without using verbal expression. This production used traditional animation techniques in a digital program (Flash) to create a larger-than-life feel.

As the Director and Producer, I organized a small team of animators, artists, and sound designers to produce this piece.

## Awards

From Here to Awesome Film Festival (Los Angeles) – Official Selection  
Boston International Film Festival (Boston) – Official Selection



# ROUND ONE

## Agency

Echo Bridge Pictures / Self

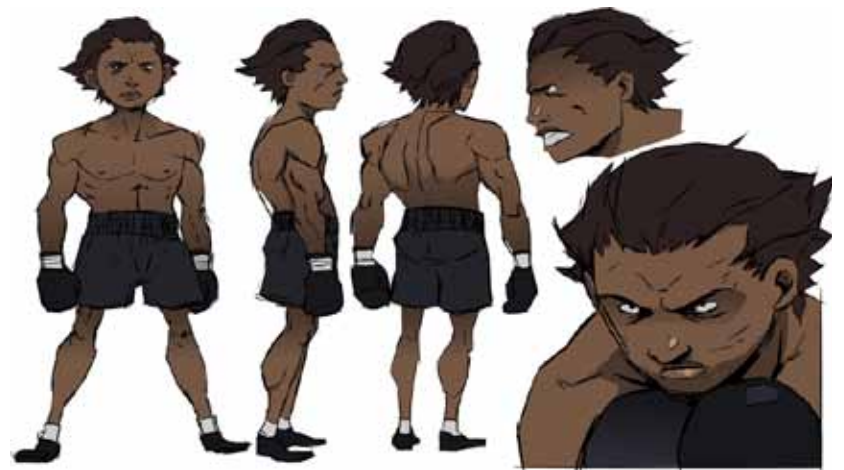
## My Role

Writer, Animation Director, Storyboard Artist

## Project Details

Round One centered around a socio-political concept regarding racism and the inner conflicts an individual faces in public places. The production methods blended traditional animation and digital processes, creating a mixed medium for the story. The complex themes of this project emphasized animation's status as not only a children's genre, but a powerful medium that can leave an impression long after the screen goes dark.

Round One will appear in film festivals globally in 2011.



# THREE DELIVERY

## Agency

Fatkat Animation, Animation Collective, & Nicktoons Network

## My Role

Animation Director, Storyboard Artist, Prop Designer

## Project Details

Nicktoons Network had recently purchased an original title created by Animation Collective and Fatkat Animation Studios and needed experienced traditional animators to lead the production. As Animation Director I established the animation style and techniques, constructed the production pipeline and protocol, and maintained the established art direction throughout all 26 episodes of Three Delivery.



# SKUNK FU!

## Agency

Fatkat Animation Studios, Cartoon Saloon

## My Role

Senior Animator

## Project Details

With very tight production deadlines, Skunk Fu! required talented animators with an eye for detail and the ability to learn new animation methods on the fly. Working with a large animation crew, it was important that, as Senior Animator, I communicated with the production crew and production staff as clearly and directly as possible.



# CHAOTIC

## Agency

Fatkat Animation Studios, 4Kids Entertainment

## My Role

Senior Animator

## Project Details

This project called for a leader with a commitment to detail to supervise and maintain quality control over the production of the television program Chaotic, based on the wildly successful trading card game of the same name.

Overseeing a team of ten animators, I produced timing charts, lip sync guides and key posing in order to keep with deadlines and maintain the production pipeline.



# VARIOUS TITLES

**Agency**  
Gameloft

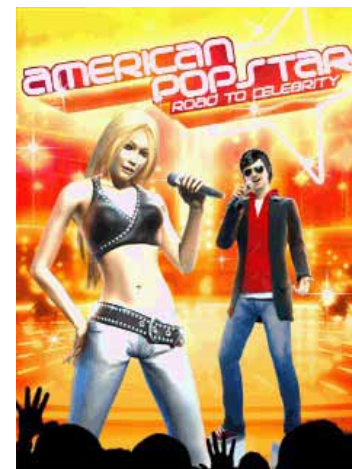
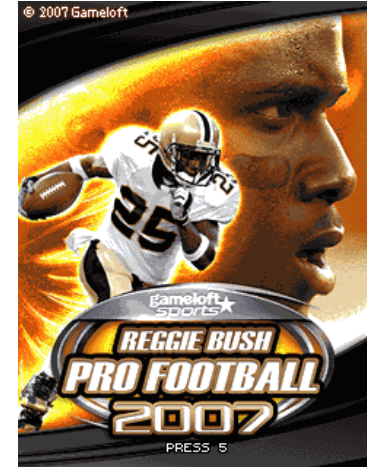
**My Role**  
Lead Artist, Concept Artist, Pixel Artist

## Project Details

Gameloft, a leading mobile game developer, is known for its sophisticated graphics work and clever character designs. As Lead Artist, I served as the liaison between the New York studio and the Paris headquarters, served as Art Director for over 15 mobile game titles, and supervised, mentored, and motivated the highly dexterous art team in the creation of several award-winning titles.

## Notable projects

Brain Challenge, Reggie Bush Pro Football, Crazy Campus, Underground Street Soccer, American Popstar: Road to Celebrity and NBC Heroes



# VIDEO GAME AWARDS

## Agency

Humoring the Fates, Curious Pictures, Spike TV

## My Role

Storyboard Artist, Key Animator

## Project Details

In association with Florida-based animation studio Humoring the Fates and New York-based production house Curious Pictures, I produced storyboards and key animation for the promotional material for Spike TV's 2005 Video Game Awards, which were hosted by Samuel L. Jackson.

This was a two-part commercial project that aired on Spike TV and appeared in many print advertisements nationally.



# THE BEACH PARTY AT THE THRESHOLD OF HELL

## Agency

Threshold of Hell Productions, National Lampoon

## My Role

Animation Director, Storyboard Artist, Editor

## Project Details

A small independent film company, Threshold of Hell Productions, was looking for a way to spice up their live-action feature film project. After viewing my animation samples online, the company contacted me to produce a series of 40-second animated segments that were inserted into the final cut of their film.

The feature film was sent to many festivals nationally; each time the animated segments were noted in reviews, catching the attention of National Lampoon who later acquired the property.



# LIFE DRAWINGS

Figure drawings, life drawings and sketchbook sessions





# ILLUSTRATIONS

Concept art, promotional and personal illustrations



