

Portfolio | Reel

mikedietz.com
vimeo.com/mikedietz

Contact

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949.306.3144

Skills

Animation: CG, Traditional
and Stop Motion
Illustration
Visual Development
Character Design
Storyboarding

Software

Maya
3DS Max
Toon Boom Harmony
TVPaint
Adobe Animate
Digicel Flipbook
After Effects
Premiere
Dragonframe
ZBrush
Substance Painter
Unity
Photoshop
Procreate
Illustrator
Toon Boom Storyboard Pro

Education

AnimSquad, Los Angeles, CA
Animation Workshop, Expert

John Watkiss Master Classes
Los Angeles, CA
Anatomy and Composition

Saddleback College
Mission Viejo, CA
Advanced Life Drawing

Kuenster Brothers School of
Animation, Venice, CA
Classical Animation

School of Visual Arts
New York, NY
Advertising Art Direction

Syracuse University
Syracuse, NY
BFA, Adv Design/Illustration

MIKE DIETZ

Character Animator



Experience

Animator/Visual Development Artist

Slappy Pictures LLC | Laguna Niguel, CA | 1995 - present

Contract animation, visual development, and illustration services ranging from pre-production to post, including character and prop design, background styling, illustration, layout and posing, storyboards, animatics, clean up, full animation in a variety of media, ink and paint, compositing, and postproduction. Clients include Disney/Pixar, WD Imagineering, Nickelodeon, Netflix, Cartoon Network, The Jim Henson Company, Vinton Studios/Laika, Microsoft, DreamWorks, Dlala Studios.

Owner/Animator

Pencil Test Studios | Irvine, CA | 2009 - present

Co-founder and animation director of an independent animation and game development studio specializing in development, production services, and content creation for games, television, film, online, and mobile. Independently developed and produced *Armikrog*, a stop motion animated point-and-click adventure game, funded in part through a successful \$1M Kickstarter campaign.

Senior Animator/Visual Development Artist

Dlala Studios | Witham, Essex, UK | April 2023 - present

CG animator, hand-drawn animator, and character designer for an unannounced next-generation console game.

Principal Artist/Animator

PeopleFun | Richardson, TX | May 2022 - Dec 2022

CG animator and character artist for an unannounced mobile game.

CG Animator

Wendell & Wild/Netflix Animation | Portland, OR | Apr 2022 - May 2022

CG animator on director Henry Selick's feature film *Wendell & Wild*.

Art Director/Animator

Intellivision Entertainment | Irvine, CA | Feb 2019 - May 2022

Supervision of all art and animated content in the development of the Intellivision Amico video game console and its accompanying game library.

Senior Animator

FoxNext | Los Angeles, CA | Apr 2018 - Mar 2019

Animation lead on *Avatar: Pandora Rising*, a massively multiplayer mobile strategy game based on James Cameron's *Avatar* franchise.

Lead Animator/Animator

Screen Novelties | Los Angeles, CA | Sep '24 - Oct '24, May '24 - Jul '24, Sep '23 - Oct '23, Dec '22, Oct - Nov '18, Apr - Jun '18, Jun - Sep '17, Oct '16

Stop motion and hand-drawn animation for a variety of broadcast and commercial productions including *SpongeBob SquarePants*, *Harvey Beaks*, *Fortnite* cinematics, and various TV commercials.

Assistant Professor, Entertainment Art & Animation

California State University, Fullerton | Fullerton, CA | Aug 2015 - Jul 2019

Tenure track faculty in the Entertainment Art & Animation concentration. Taught a variety of classes including intro and advanced character animation, short film production, and character design.

Animation Director

Papaya Studio | Irvine, CA | Dec 2008 - Oct 2009

Brought in as directing animator on a console game featuring Disney/Pixar's *Toy Story* characters in order to leverage my previous experience with the characters and with Pixar as a production partner.

Animator/Graphic Designer

Walt Disney Imagineering | Glendale, CA/Orlando, FL | Dec 2007 - Jan 2009

Contract animator, graphic designer, and UI/UX artist for the "*Kim Possible World Showcase Adventure Game*," an interactive theme park attraction featured in Disney's Epcot World Showcase.

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Animation Director

Heavy Iron Studios | Los Angeles, CA | 2005 - 2007

Animation director and principal animator for high-profile game studio specializing in the development of character-driven games based on Disney/Pixar and Nickelodeon properties.

Animation Director

The Collective | Irvine, CA | 2003 - 2005

Animation director for cutting-edge interactive entertainment studio, producing animation assets as well as managing several animation teams across the studio's concurrent development of multiple titles.

Director

Vinton Studios, *The PJs* | Portland, OR | 1999 - 2001

Episode director of *The PJs*, a half-hour, stop-motion animated television series produced for Fox Television/The WB Network.

Owner/Supervising Animator

The Neverhood | Mission Viejo, CA | 1995 - 1998

Co-founder of award-winning interactive entertainment studio specializing in stop-motion puppet and clay animation. Games developed for publisher DreamWorks Interactive include *The Neverhood*, *SkullMonkeys*, and *Boombots*.

Animation Director

Shiny Entertainment | Laguna Beach, CA | 1993 - 1995

Director of animation and lead animator for award-winning, traditional cel animated console games *Earthworm Jim* and *Earthworm Jim 2*.

Supervising Animator

Virgin Interactive Entertainment | Irvine, CA | 1991 - 1993

Director of animation for interactive entertainment company specializing in cel and cg animation. Games developed include *Disney's Aladdin*, *Disney's Jungle Book*, *Cool Spot*, and *Global Gladiators*.