

Producer / Front End Creative

As a Producer and multimedia Animation specialist, I have directed small teams, led mid-sized units, and fit various roles on large crews. Having also produced many independent projects I have a strong focus on production efficiency and team building.

Working closely with Directors, Producers, Story, and Editorial, as a Pre-Vis Artist, I create shot ideas and sequence design by building assets, environments, rigging characters, props, establishing preliminary lighting, textures visual effects.

- * Multi Media Producer * Pre-Visualization / Layout * Asset Creator / Shot Builder
- * Business Development * CG Generalist * Modeler * Animator

Los Angeles, CA
213.709.2822

corey@hels.com
www.hels.com

2016	INDUSTRY	DreamWorks Animation, Glendale
		Pre-Visualization / Rough Layout Artist Pre-Vis, Rough Layout, Camera, Asset Creation, Motion Capture Maya, Mudbox, Motion Builder, Photoshop, Linux, PC
2015		MEDIAZ Inc. / Copernicus CA, Los Angeles
		Producer - Disney's "Pickle & Peanut" Animated Series Live action segments, Production supervision, Talent sourcing, Coordination, Estimation, Scheduling, Tracking, Asset creation,
2014 2015		Visual Creatures, Los Angeles
		Producer - Gamefly National TV spots Production supervision, Talent sourcing, Coordination, Estimation, Scheduling, Tracking, Asset creation, Pre-Visualization.
2006 2014		DreamWorks Animation, Glendale
		Pre-Visualization / Rough Layout Artist Pre-Vis, Rough Layout, Camera, Asset Creation, Motion Capture Maya, Mudbox, Motion Builder, Photoshop, Premo, Linux, PC
2013		Pixar Animation, Emeryville
		Layout Technical Director Rough Layout, Camera Presto Proprietary Software Training
2004 - 2006		Sony Pictures Imageworks, Culver City
		Pre-Visualization / Layout Artist Pre-Viz, Modeling, Final Layout, Set dressing, Camera Maya, Motion Builder, Photoshop, Linux
2003		Centropolis Entertainment, Hollywood
		Pre-Visualization Artist Modeling, Pre-Vis, Camera Maya, Photoshop, PC
1996 - 2003		Warner Bros. Feature Animation, Sherman Oaks
		CG Artist / Animator Modeling, Animation, Surfacing, Lighting, Compositing. Maya, Softimage, Unix, Linux, PC
1995 - 1996		Turner Feature Animation, North Hollywood
		Lead CG Artist / Animator Instructing entry level crew, Modeling, Layout, Animation Softimage, SGI, Unix

CREDITS

Trolls
Pickle & Peanut
Gamefly: Epic Gameplay
Gamefly: Adventure Awaits
How to Train Your Dragon 2
Turbo
Puss In Boots
Shrek Forever After
How to Train Your Dragon
MVA Mutant Pumpkins from Outer Space
MVA Bobs Big Break
Monsters VS Aliens
Kung Fu Panda
Bee Movie
Flushed Away
Open Season
Monster House
Polar Express
Day After Tomorrow
Looney Tunes: Back in Action
Sinbad: Legend of the Seven Seas
Eight Crazy Nights
Osmosis Jones
Mission to Mars
The Iron Giant
Crimson Tide
The Mask
Swan Princess
MTV's Beavis & Butthead

Digital Creative

COREY HELS

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Software Proficiency

Maya, Mudbox, Photoshop, Illustrator, Final Cut, Vegas, Adobe Story,
 Google Docs, Microsoft Office Suite, Ableton Live, NI Maschine, Sound Forge, Izotope RX,
 Various proprietary systems from DreamWorks, Pixar, Sony, and Warner Brothers

Hardware Expertise

Graphics Workstation Assembly, Digital Audio Workstation Assembly
 Software Installation, Specialized Peripherals Installation,
 PC/Mac/Linux Small Office Networking, Troubleshooting

RELATED EXPERIENCE

- 2013 **Supervising Director: Animation**
 Therapy Los Angeles / Liquid Animation
 Upright Citizens Brigade Theater: "Bulimia the Musical"
 (animated segment)
- 2011 **Producer: Independent Film**
 - present WE3 Film Inc.
 Set Design, Construction, Logistics,
 Visual Effects Coordination, Lighting
- 1998 **Producer: Live Events**
 - 2010 Grand Star Jazz Club / Los Angeles County Arboretum
 Live Recording, Studio Recording, Field Recording
 Sound Control, Music Production
- 1997 **Production Contract Coordinator**
 - present WE3 Film Inc. / M.E.Diaz Inc.
 Talent Contracts, Notices, Waivers, Location Agreements
 Copyright Registration Filing, Forms TX VA PA
- 2013 **Academic Mentor**
 Academy of Art University San Francisco
 Directed Studies Mentor: Animation Masters Degree Program
- 2013 **Academic Consultant**
 The Art Institutes : California (Los Angeles)
 Program Advisory Committee: Media Arts and Animation
- 2011 **Composer (Audio)**
 Liquid Animation : Sesame Street
 Ziggy the Rappin' Zebrasaurus (animated segment)
- 2009 **Architectural Visualization**
 - present Finest Home Remodeling / Chen Residence / Ito Residence
 Design, Modeling, Surfacing, Lighting, Rendering
 Presentation materials and design documents

CONTACT

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REFERENCES

Ryan McNeeley
 John Cranston
 (owners)

Visual Creatures
 Los Angeles
 310.622.1193

Gil Zimmerman,
 Yong Duk Jhun,
 (supervisors)

DreamWorks Animation
 1000 Flower Street
 Glendale, CA 91201
 tel. 818.695.5000

Michael Diaz
 (producer)

M.E.Diaz Inc.
 3200 Rowena Ave.
 Los Angeles, CA 90027
 tel. 213.400.8311

EDUCATION

Minneapolis College of Art and Design

Founded 1886

Bachelor of Fine Arts, Media Art Major
 Specialist in Animation, Film, Video and Audio
 Four Years Private College: Drawing, Painting, Sculpting,
 Industrial Design, Fabrication, and Construction.