

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

CONTACT

Los Angeles, CA
213.709.2822

corey@hels.com
www.hels.com

INDUSTRY

DreamWorks Animation, Glendale

2016 Pre-Visualization / Rough Layout Artist
Pre-Vis, Rough Layout, Camera, Asset Creation, Motion Capture
Maya, Motion Builder, Photoshop, Linux, PC

MEDIAZ Inc. / Copernicus CA, Los Angeles

2015 Producer - Disney's "Pickle & Peanut" Animated Series
Live action segments, Production supervision, Talent sourcing,
Coordination, Estimation, Scheduling, Tracking, Asset creation,

Visual Creatures, Los Angeles

2014 2015 Producer - Gamefly National TV spots
Production supervision, Talent sourcing, Coordination, Estimation,
Scheduling, Tracking, Asset creation, Pre-Visualization.

DreamWorks Animation, Glendale

2006 2014 Pre-Visualization / Rough Layout Artist
Pre-Vis, Rough Layout, Camera, Asset Creation, Motion Capture
Maya, Mudbox, Motion Builder, Photoshop, Premo, Linux, PC

Pixar Animation, Emeryville

2013 Layout Technical Director
Rough Layout, Camera
Presto Proprietary Software Training

Sony Pictures Imageworks, Culver City

2004 - 2006 Pre-Visualization / Layout Artist
Pre-Viz, Modeling, Final Layout, Set dressing, Camera
Maya, Motion Builder, Photoshop, Linux

Centropolis Entertainment, Hollywood

2003 Pre-Visualization Artist
Modeling, Pre-Vis, Camera
Maya, Photoshop, PC

Warner Bros. Feature Animation, Sherman Oaks

1996 - 2003 CG Artist / Animator
Modeling, Animation, Surfacing, Lighting, Compositing.
Maya, Softimage, Unix, Linux, PC

CREDITS

The Bad Guys
Trolls World Tour
Croods: A New Age
How To Train Your Dragon The Hidden World
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

Digital Creative

COREY HELS

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Software Proficiency

Maya, Blender, Unity, SubstanceDesigner, Photoshop, Illustrator, Final Cut, Ableton Live, Vegas, Adobe Story, NI Maschine, Sound Forge, Izotope RX,

Hardware Expertise

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

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REFERENCES

Gil Zimmerman
Yong Duk Jhun
Sony Pictures Animation

Damon Obiern
Netflix Animation

Chris Stover
Jon Gutman
DreamWorks Animation

RELATED EXPERIENCE

- 2017
- 2019
- Consulting: Workflow / Beta Test / Asset Creation**
S-Mobile LLC.
3rd Party Asset Dev for Microsoft XBOX 360 / XBOX One X
Proprietary Workflows, Modeling, Animation, Surfacing, Publishing.
Avatar Asset System(s)
- 2013
- Supervising Director: Animation**
Therapy Los Angeles / Liquid Animation
Upright Citizens Brigade Theater: "Bulimia the Musical"
(animated segment)
- 2011
- 2012
- Producer: Independent Film**
WE3 Film Inc.
Personell, Contract Supervision, Logistics,
Visual Effects Coordination
- 2009
- 2012
- Consulting: Production Contracts**
WE3 Film Inc. / M.E.Diaz Inc.
Talent Contracts, Notices, Waivers, Location Agreements
Copyright Registration
- 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)

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:

Film, Video, Photography, Drawing, Painting, Sculpting,
Industrial Design, Fabrication, Construction, Liberal Arts,
Art History, Film History.