

# Steve Curcuru (koo-ka-roo)

Hollywood, CA

(323)578-5683

**Education:** California Institute of the Arts Bachelor of Fine Arts in Character Animation; 1992 - 1996  
Richard Williams Animation Master Class, London; May 1999

## Work Experience:

### **Freelance Storyboard Artist 2003 – present**

Currently working with a variety of production studios including Tool, HKM, CohnAndCo, M2S, Biscuit Filmworks, Tried And True, Reality Check, Stonecore Films, and more.  
Storyboards for campaigns including ToysRUs, Hyundai,, Scotts, McDonalds, Sony Playstation, DHL, Walmart, and more.  
Capabilities include shooting boards, advertising boards, animatics; traditional and digital techniques, remote collaboration.

### **Universal Studios Hollywood 2004 – Caricature Artist**

### **Pacific Creative Holdings 2003 – Visual Development and Animation**

Developed an animated childrens' show currently being optioned by Stan Lee Productions

### **Superjane Productions Spring 2002/2003 – Visual Development and Animation**

Developed character and background designs for a live action/animation mixed show in development for MTV

### **3dMe Inc. 2001 - 2002 Creative Director**

Led a team designing and creating 3d characters for cell phones and internet chat devices.

### **Nearlife Inc. 2000 - 2001 Senior Animator**

Developed animated characters for interactive exhibit spaces and various new media ventures.

### **Zoesis Inc. 1996 – 2000; ongoing freelance Lead Animator**

Developed a motion blending system in collaboration with top researchers, for moving believable interactive characters in a realtime, intelligent story system.

### **Carnegie Mellon University SCS - Oz Project 1995 - 1996 Animation Consultant**

Taught leading AI computer scientists traditional character animation principles, and learned the fundamentals of basic artificial intelligence, with some Lisp programming and tutored assignments.

### **Dreamworks Feature Animation 1995 Visual Development Training**

Intensive eight week program for select CalArts students, covering all aspects of visual development for feature animation. Focused on character and story development, and participated in story pitches.

## Animated films:

Bail Out 1996 CalArts Producers' Show selection

Cornelius Cole Tribute 1995 CalArts Producers' Show selection

Wallflower 1995 CalArts Producers' Show selection

Interactive animation performance with live dancers and musicians; performed live at the Academy of Television Arts and Sciences

Ah Venice 1994 CalArts Producers' Show selection

**skills:**

Software: Maya, Photoshop, Adobe After Effects, 3dStudio Max, Mirai

Traditional media: charcoal, pen and ink, watercolors

Also skilled at remote collaboration with creative personnel.

**Other Achievements:**

Walt Disney Scholarship winner 1993, 1994, 1995

References available by request.