

**CHASE LANGLEY**

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<b>Objective</b>	My aim is to deceive. A magician's greatest trick is to keep their audience guessing. I use my visual eye to fool the audience into believing that what we put onto the screen is real. I strive to seamlessly integrate a company's assets while adapting to maintain an easy-to-understand and manage workflow.		
<b>Employment</b>	May '10 - January '11	<u>Imagine That Graphics</u>	Orange, CA
	<b>Store Manager</b>		
	<ul style="list-style-type: none"> <li>• Opening/Closing of store.</li> <li>• Employee work scheduling.</li> <li>• Till documentation and deposits.</li> <li>• Client outreach and maintenance.</li> </ul>		
	January '10 - March '10	<u>FunPokes INC.</u>	Irvine, CA
	<b>Lead Game Artist</b>		
	<ul style="list-style-type: none"> <li>• Responsible for all game 2d assets.</li> <li>• Look and concept development.</li> <li>• Formatting workflow.</li> </ul>		
	July '07 - January '10	<u>Disneyland Resort</u>	Anaheim, CA
	<b>Character Performer</b>		
	<ul style="list-style-type: none"> <li>• Portray popular Disney characters in the Disneyland and California Adventure theme parks.</li> <li>• Show performer.</li> <li>• Special event out-reach.</li> </ul>		
	June '06 - November '06	<u>Castle Amusement Park</u>	Riverside, CA
	<b>Games Breaker</b>		
	<ul style="list-style-type: none"> <li>• Filling employee positions while they take their breaks.</li> <li>• Stocking displays/venues.</li> <li>• Organizing warehouse storage.</li> <li>• Assisting lead.</li> </ul>		
<b>Education</b>	June 2011 - June 2013	<u>Gnomon School of VFX</u>	Hollywood, CA
	<b>2-Year Digital Production Program</b>		
	<ul style="list-style-type: none"> <li>• Emphasis in Compositing and Dynamic Effects</li> <li>• High-end CG Generalist curriculum.</li> <li>• Full-time student.</li> </ul>		
<b>Software Knowledge</b>	<b>Autodesk Maya</b> <i>Advanced</i>	<b>Nuke</b> <i>Advanced</i>	
	<b>Adobe After Effects</b> <i>Advanced</i>	<b>vRay</b> <i>High-Intermediate</i>	
	<b>Mental Ray</b> <i>High-Intermediate</i>	<b>DMM</b> <i>High-Intermediate</i>	
	<b>Adobe Premiere Pro</b> <i>Advanced</i>	<b>Boujou</b> <i>Intermediate</i>	
	<b>RealFlow</b> <i>Intermediate</i>	<b>Fume FX</b> <i>Intermediate</i>	
	<b>Adobe Flash</b> <i>Advanced</i>	<b>MEL scripting</b> <i>Intermediate</i>	
	<b>PTGui</b> <i>Intermediate</i>	<b>Adobe Flash</b> <i>Advanced</i>	
<b>Accolades</b>	Winter 2012	<u>Gnomon School of VFX</u>	Hollywood, CA
	<b>Best of Term - Grand Prize Winner - Compositing</b>		