

Dylan Ekren

A very professional artist.

Contact@dylaneekren.com

Production Experience

August 2023 - Present

Character Modeling Supervisor | Paper Games | LA/Shanghai

November 2021 – August 2023

Character Modeler | Walt Disney Feature Animation | Burbank, CA

- **Wish (2023)**

June 2020 – November 2021

CG Character Design Lead | Netflix Animation | Burbank, CA

- **My Dad the Bounty Hunter** | Responsible for developing characters in 3D; supervising and contributing model work with vendor studio (Dwarf Studios) on animated series

November 2011 – June 2020

Character Modeler | Walt Disney Feature Animation | Burbank, CA

- Character Modeling Supervisor for Disney's Gigantic 2015-2017 (cancelled project)
 - **Wreck-It Ralph**
 - **Wreck-It Ralph 2: Ralph Breaks the Internet**
 - **Frozen**
 - **Raya and the Last Dragon**
 - **Big Hero 6**
 - **Encanto**
 - **Zootopia**

August 2009 – December 2009

CG artist | Zoic Studios | Culver City, CA

- Worked on a variety of projects, doing everything from storyboarding to modeling and texturing. Some singing (unrelated)

Teaching Experience

CG Spectrum – 3D modeling mentor. Super nice guy.

Mold3D – I created and taught a popular character design and modeling class.

AnimSchool – 3D character modeling instructor

Skills

Maya | Zbrush | Blender | Substance | Marmoset | Unreal | Photoshop