

# Zach A. Parrish

Animator. Film-Maker. Cool Stuff Enthusiast.



## EXPERIENCE

### **Walt Disney Animation Studios — *Workflow Supervisor***

June 2017 - PRESENT

Multi-disciplinary group of supervisors tasked with creating the vision for the future of the filmmaking process at WDAS with a focus on efficiency. Work directly with production and technology to create plans, expectations, and socialize change.

### **Walt Disney Animation Studios — *Director - Puddles***

November 2016 - May 2017

Wrote, Pre-Vized, Animated, Directed short film. Collaborated with every department to bring a full story to life with very restricted resources.

### **Walt Disney Animation Studios — *Head of Animation - Big Hero 6***

October 2013 - October 2015

Led team of 85 animators and 5 supervisors through Pre-Production and Shot Production. Interfaced with leadership of all departments to deliver high level character animation to the final frame of the film. Collaborated with Production Management to create bids, assignments, strategy and schedules.

### **Walt Disney Animation Studios — *Animation Supervisor - Wreck-It Ralph***

June 2011 - September 2012

Led pre-production/character development of Vanellope, King Candy, Candy Racers, and Bad Anon characters. Worked directly with modelers, riggers, and look artists to create production ready characters. Led the animation department in production at a sequence level. Collaborated with Production Management to create bids, assignments, strategy and schedules.

### **Walt Disney Animation Studios — *Character Animator***

January 2010 - Present

Collaborated with directors, supervisors, and fellow crew to create character performances on Tangled, Prep & Landing, Paperman, Wreck-It Ralph, Big Hero 6, Zootopia, Moana, and Wreck-It Ralph 2.

### **Sony Pictures Imageworks — *Character Animator***

October 2008 - December 2009

Created character performances on Cloudy with a Chance of Meatballs and Alice in Wonderland

### **Rhythm & Hues — *Character Animator***

June 2007 - September 2008

Created character performances on Alvin and the Chipmunks, Incredible Hulk, The Mummy: Tomb of the Dragon Emperor, The Vampire's Apprentice, Aliens in the Attic.

## EDUCATION

### **Savannah College of Art and Design, Savannah, GA Bachelors of Fine Arts**

Sept 2003 - June 2007

Traditional Fine Arts background with a focus on CG Animation.

### **Animation Mentor, online**

Jan 2007 - June 2008

Focused education toward Character Animation.

## AWARDS

**VES Award** - Big Hero 6 - Outstanding Performance of an Animated Character in an Animated Feature Motion Picture

**VES Award** - Big Hero 6 - Outstanding Animation in an Animated Feature Motion Picture