
GINO NICHELE

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Cinematically telling stories for over 16 years. Regardless of the position, whether it be Director, Pre-Visualization director, Animation director or Animator, story has always been the driving force behind the work.

Directed animated episodic TV, and feature length DVDs. Responsible for the creative of the shows from storyboards to final output, including directing voice actors, motion capture actors and animators.

Responsibilities as Pre-Visualization director included blocking out scenes, placement of final cameras and providing preliminary acting choices. Personally created and animated all of the Stereoscopic cameras in "Barbie and the Magic of the Pegasus 3D". Occasionally storyboarded in thumbnails for the Pre-Vis artists when boards were not available.

Led teams of up to 20 animators with quotas of 25 seconds per week as an Animation Director. Able to achieve our deadlines while maintaining a high quality of animation, leading to several nominations and one award for Best Animated Character in 2003 for "Barbie as Rapunzel".

Familiar with Softimage XSI, Maya, Avid Media Composer, Sony Vegas, Autodesk Sketchbook Pro, Shotgun

Rainmaker Entertainment Inc., Vancouver, BC *(previously Mainframe Entertainment)*

1995 to 2012

Director

"Barbie and the Diamond Castle"

"Barbie at the Symphony"

Hot Wheels "Acceleracers: Ignition"

Action Man Episode 18 "Rumble, Part 1"

Action Man Episode 12 "The Swarm"

Beast Machines Episode 21 "Sparkwar 2: The Search"

Weird-Ohs Episode 8a "Not Without My Gator"

Weird-Ohs Episode 8b "Street Sense"

Animation Director

"Max Steel: 2012 direct to DVD movie"

"Barbie and the Three Musketeers"

"Barbie as the Island Princess"

"Barbie Fairytopia: Magic of the Rainbow"

"Barbie Fairytopia: Mermaidia"

"Barbie and the Magic of Pegasus 3D"

"Barbie as the Princess and the Pauper"

Nominated for 2005 DVDX Award for Best Animated Character (Preminger)

"Barbie of Swan Lake"

"Barbie as Rapunzel"

Won the 2003 DVD Premiere Award for Best Animated Character (Gothel)

Reboot "My Two Bobs"

"Barbie in the Nutcracker"

Nominated for 2002 Video Premiere Award for Best Animated Character (Barbie)

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Rainmaker Entertainment Inc., Vancouver, BC (continued)

Pre-Visualization / Layout

Pre-Visualization Director

- "Barbie in a Mermaid's Tale 2"
- "Barbie: Princess Charm School"
- "Barbie: A Fashion Fairytale"
- "Barbie: A Fairy Secret"
- "Barbie, Princess Charm School"

Senior Layout Artist

- "Barbie: Princess and the Pop Star"
- "Barbie in a Mermaid's Tale"
- "Barbie Presents: Thumbelina"

Lighting Supervisor

"Casper's Haunted Christmas"

Supervising Animator

On several episodes of Beast Wars, Reboot and Weird-Ohs

Animator

On several episode of Beast Wars

"Scary Godmother"

Shaw Cable, Port Alberni, BC

1988

Program Assistant

- ◇ Coordinated volunteers in the production of televised shows
- ◇ Directed and edited programs

EDUCATION

Vancouver Film School

Part time, Classical Animation

1995

DigiPen Computer Graphics Inc.

3D Computer Animation (Certificate of Recommendation)

1995