

## BIOGRAPHY – CHARLIE

**Founder of BREAKIRON Animation&Design, Charlie Breakiron is an artist, professional animator, art instructor and pioneer of high-tech graphics. His high-quality work, outstanding creativity and leadership capabilities are critical assets to the company.**

Charlie has more than 25 years of industry experience and an advanced skill set. He has served leading graphics houses such as Omaton Studios (feature film Barnyard), Fox Animation Studios<sup>®</sup> (feature film Titan A.E.), Quiet Man in New York (AT&T<sup>®</sup>, Disney), Janimation<sup>®</sup> in Dallas (new Barney show, K-Mart), Metropolitan Audio-Visual (Diamondback World Series logo effects) and more. Pixel Liberation Front (PLF) hired him for a cinematic promoting the 3D action/adventure game Medal of Honor.

Earlier in his career, Charlie took a job with Softimage<sup>®</sup> as a Germany-based trainer and demonstration representative. He traveled throughout Europe training resellers, attending trade shows, creating demo material and giving demonstrations. Softimage relocated Charlie to Los Angeles, Calif., in 1998 to continue his training and demo work, but this time for feature film studios like Disney, Sony Image Works, DreamWorks Animation SKG<sup>®</sup>, Digital Domain<sup>®</sup> and Centropolis<sup>®</sup>. Among these organizations was Fox Animation Studios<sup>®</sup> in Phoenix, Ariz., which eventually wooed Charlie away from Softimage.

Charlie served Fox Animation Studios as a lead 3D animator on Titan A.E. Following the company's closure, he worked in the western United States on a contract basis for organizations such as PLF, Moon Crescent Studios and Scottsdale Community College<sup>®</sup>. In 2001, Charlie established BREAKIRON Animation&Design in Phoenix, Ariz. He moved the company to its current location in Raleigh, N.C., in 2003.