

# Barry Strum

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## EXPERIENCE

***Blizzard Entertainment***, Irvine, CA

April 2020 – Present

### **In-Game Cinematics, Layout and QC Department Producer**

- Partner with the Layout and QC Supervisor to bid, create and manage macro and micro department schedules
- Oversee timesheets including bi-weekly approvals, overtime, and vacation requests and maintain artist time logs
- Responsible for forecasting headcount for the three departments and working with show producers and management towards optimal solutions.
- Actively seek out ways to improve Shotgrid usage for the In-game Cinematics, Layout and QC departments

### **“Overwatch 2” In-Game Cinematics Associate Producer**

- Assisted Project Producer in maintaining show deadlines and overseeing the project as a whole
- Worked hand and hand with animation leads, rigging leads, fx leads and lighting leads to determine priorities, bids, and tackle any roadblocks that arose
- Trained new team Associate Producers in their respective tasks and in shotgrid utilization

### **FX and Lighting In-Game Cinematics Associate Producer**

- Managed department schedules, artist tasks and running all meetings for the In-Game Cinematics FX and Lighting departments for both WOW Shadowlands and Overwatch 2 for a total of four teams
- Interfaced with artists to ensure that they were equipped with everything needed to complete their tasks

***Midnight Oil Animation***, Los Angeles, CA

January 2020 – February 2022

### **Co- Creator and Producer on “Rainbow Floor Pilot”**

- Co- directed and produced 14 minute animated pilot from inception to official release
- Officially selected in academy award qualifying festival Outfest LA and grand prize winner of best animated short at Marina Del Rey Film Festival

***DreamWorks Animation***, Los Angeles, CA

November 2018 – April 2020

### **“Boss Baby 2” FX Department Production Assistant**

- Performed daily FX department responsibilities including prepping and driving FX meetings, creating and managing the artists’ and department’s Shotgrid pages, ensuring FX artists had what was needed to meet their deadlines
- Filed and followed up on Shotgrid tickets and Jira issues so that the department could run as efficiently as possible

### **“Trolls 2” Central Department Production Assistant**

- Carried out daily Central Department responsibilities including coordinating all interoffice moves for Trolls 2 employees, asset management within Shotgrid, cleaned up and sent change notes after editorial publishes, and assisted other departments as needed
- Participated in all Central Department meetings, distributed notes to necessary departments with any revision requests and to-dos resulting from the meeting

***Blue Sky Studios***, Greenwich, CT

June 2018 – August 2018

### **“Spies in Disguise” Promotional Content Production Management Intern**

- Executed administrative responsibilities such as daily meeting management, documenting notes, and distributing work to artists. Managed schedule for the Production team and the Custom Animation Director
- Evaluated and recommended artwork for future marketing use online and in print

***Nickelodeon Animation Studio***, Los Angeles, CA

February 2018 – April 2018

### **“The Loud House” Animation Production Intern**

- Took notes in daily production meetings, design breakdowns, and animatic reviews
- Uploaded assets to an online server and created spreadsheets for the organization and tracking of voice actor

## TECHNICAL SKILLS

**Computer:** Shotgrid, Jira, Excel, Microsoft Office, Confluence, RV, Linux. Google Suite, Maya, After Effects, Photoshop, Storyboard Pro, FileMaker Pro

## EDUCATION

**University of Southern California, School of Cinematic Arts,**  
BA in Animation, May 2018  
Directed, and produced animated short Pyramid Scheme