

# Back from the Drawing Boards

SJSU Animation/Illustration  
Alumni Testimonials

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Alumni Testimonials



From Left to Right: Vlad Kulchitskiy, Jon Kim, Nga Ying Cheung, Elizabeth Jung, Samantha Criner, Riz Azad, Homer Lin.

Neither of my parents ever went to college and the area of LA that I grew up in had little to no art programs.

My mom always wanted to be an artist herself and taught me how to paint, but she always believed only prodigies and the very rich could ever become artists. I told her about the [San Jose State University Animation/Illustration] program and what I saw, and she told me to go for it! She didn't care how long it would take as long as I put in the work.

During senior year, I had another eye-opening moment at just how lucky I was to be able to be a part of the program. I went to Guadalajara to reunite with my dad after 18 years and his extended family after 25 years. When I walked into my grandmother's house, every single wall was covered in beautiful art from generations of family members dating back to my great-great-grandparents. Every single generation had people that dedicated themselves to art but never had the luxury of seeing an art school or art career. They were overjoyed to know someone in the family had finally reached an art career.

As a group of very dedicated and disciplined people they were impressed by the standards of the A/I program and didn't even doubt that I would find a job after graduation. I left Mexico knowing that I could have never lived with myself if I hadn't joined the A/I program. Not only was my mom's blood calling to me but also five generations of Medinas. From all of us, we thank [SJSU A/I] for the opportunity of a lifetime.

Sincerely,  
Elizabeth Medina Jung  
3D Modeler at Aechelon Technology



This book is dedicated to our program founders, Professors Alice “Bunny” Carter and Courtney Granner. Our success could never have been possible had it not been for their decades of selfless devotion, wisdom, foresight, and love for their students. They are credited with hundreds of successful careers, changed lives, and a good number of marriages. They have made true the dreams of countless artists, who as children were inspired by the magic of films, stories, and games. Now these artists have careers that allow them to pass along that very same inspiration to future generations.

Bunny Carter and Courtney Granner, we salute you – the heart and soul of SJSU Animation/Illustration, the makers of dreams.



## Foreword

When I think about how life in our world began, I am amazed. All of the right elements coming together, at the exact time, at the exact places, under the right conditions, over countless years to create this miracle we know as life.

Equally amazing to me, at a much smaller scale, is the Animation/Illustration program at San Jose State University. The program began with a young Bunny Carter tasked with teaching a few illustration classes at a State University - with very limited resources, and even more limited support. What she lacked in backing however, she made up for in tenacity and heart, following the advice of her father, Benjamin Eisenstat, "If you want to be successful, choose something difficult and do it better than anyone else." Professor Carter did just that.

Slowly and steadily, Bunny Carter fought to grow her program. With the help of newly-hired instructors Courtney Granner and John Clapp, courses increased and curriculum evolved. And when the bold move was made to join Dave Master and John Ramirez at ACME Animation, shifting the program focus from print illustration to training students for careers in the screen arts, the program grew onward and upward! Combined with the growing support from its dedicated alumni and generous industry partners, the program blossomed into one of the largest, most successful public school programs in the world.

The appreciation of its alumni can be seen in the testimonials in the pages that follow.

David Chai  
SJSU Animation/Illustration Program Coordinator



## The ShrunkenHeadMan Club

Picture the greatest fraternity or sorority you could ever imagine -- an organization brimming with energy; a group of people who are sincere, kind, and welcoming; a place where someone who felt like an outcast could feel at home. Picture a hard-working group of students who are always ready to help their classmates, teachers, university, and the surrounding community-- an organization whose alumni are so dedicated, they regularly return to give back to the students.

If you're having a hard time picturing this, all you have to do is visit any Shrunkenheadman (SHM) Club meeting at San Jose State University. The SHM began in 1995 as a handful of illustration students banding together to offer support to one another. Since then, it has grown to one of the largest student clubs at SJSU.

The club's unique name was inspired by a skull-shaped paint spot on a drawing stool, which was photocopied and remains the club logo to this day. While the name was originally chosen to be as weird and unique as the club members themselves, it has grown to be fittingly appropriate. As talented as they are, the SHM members are some of the most humble people with whom anyone could hope to work. No egos or swollen heads... they're all shrunken.

From bringing in guest lecturers, hosting multiple drawing sessions every week, raising money for student travel, arranging film screenings, hosting peer portfolio reviews, and doing charitable fundraisers for the community, the SHM Club has proved to be an invaluable part of the success of SJSU Animation/Illustration.

We invite you to pledge.

# Apple



Words cannot describe the importance the Animation/Illustration program at SJSU has had on my life. Because of the education I received in the A/I program, I've been able to fulfill my dreams of working for some of the most prestigious companies in the industry including Lucasfilm and Apple Inc.

At SJSU, I discovered a unique learning environment where my artistic and personal growth thrived. The community within the A/I program is something not found anywhere else. There's a real sense of camaraderie among the students. Everyone works together and pushes each other to get better at their craft. This is the place where I really learned that "The whole is greater than the sum of its parts." Nothing I experienced before my time in the A/I program, and nothing I've accomplished since, has had a bigger effect on my life than the years I spent in this program.

The faculty in the Animation/Illustration Department not only taught me the required art skills required to get a job as an artist, but they also taught me how to be a professional in the industry that I'm passionate about. Without the tools I learned at SJSU, I never would have been able to work at my dream job in film. The attitude and work ethic I learned during my time at SJSU prepared me for the rigors of working on high-profile films like Star Wars, Indiana Jones, and Star Trek.

**David Yee (Class of 2001)** produces digital artwork for the marketing and communications department at Apple. Prior to this, David worked at Industrial Light and Magic creating visual effects for films such as *Dreamcatcher*, *Van Helsing*, and *Star Wars: Episode 3*; and as a concept artist on *Indiana Jones 4*, *Star Trek*, and *Star Tours: The Adventure Continues*.

*"Without the tools I learned at SJSU, I never would have been able to work at my dream job in film."*

- David Yee

## Other past and present SJSU alumni:

Nathan Au  
Ryan DeGuzman

Hieu Phan  
Cecilia Marte

Rusty Gaetcher  
Dave Yee

# Disney Toon Studios

Probably the greatest thing I took away from San Jose State University, apart from the connections and friendships I made, is the strong work ethic and mindset that instructors such as Courtney Granner, Alice Carter, John Clapp and the rest of the faculty instilled in all of the students. We were all acquiring skills and assets that would make careers for us. These skills were no different than those needed in any other vocation: if we wanted to succeed, we had to work hard, and be damned good at it.

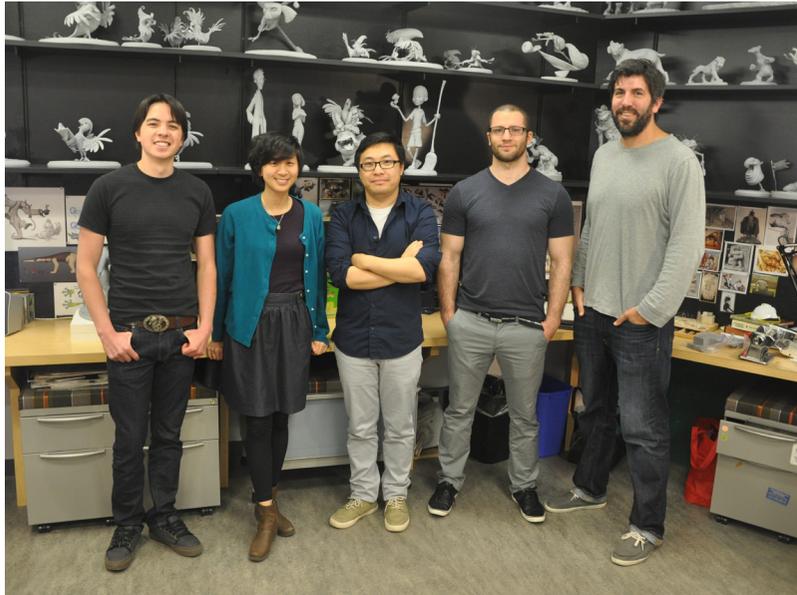
**Felipe Cerdán (Class of 1998)** has over 15 years of experience as an effects animator and graphic designer, working with studios such as Warner Bros., Dreamworks SKG, Sony and The Walt Disney Company. His film credits include *The Iron Giant*, *The Princess and the Frog*, and *Winnie the Pooh*, along with numerous theatrical and home entertainment advertising campaigns ranging from *Ocean's Thirteen* to *The Dark Knight*. He currently works with the PreViz department at DisneyToon Studios on their *Planes* and *Tinkerbell* franchises..

*"I owe my career in animation to the SJSU Illustration/Animation Department. It's ability to nurture talent is first class, and I'm proud to have had the privilege of being a part of it."*

- Lawrence Gong



# Blue Sky



The Animation/Illustration Program at San Jose State prepares its students as well as any prestigious art school in the country. As an artist who currently aids a feature animation studio in recruiting and mentoring young artists, I have the opportunity to see student work from all over the world. San Jose State's students continue to distinguish themselves every year with their excellent training and outstanding work ethic. I believe the strength of this program is the faculty's tireless dedication to teaching the foundations of art and design, and the students' support of each other. Together they have created a community of mutual respect and cooperation that bonds them long after they have received their diploma.

**Robert MacKenzie (Class of 1998)** is a senior designer at Blue Sky Studios and one of the Illustration faculty at The School of Visual Arts in New York City. Over the past 15 years, he has also worked as a visual development artist, color key artist and character designer at Lucasfilm and PDI Dreamworks. He has illustrated children's books for Abrams and Sterling Publishing Company. His work has been recognized by publications including Communication Arts, Spectrum, and the Society of Illustrators. His credits include *Harry Potter and the Sorcerer's Stone*, *The Hulk*, *Shrek 2*, *Horton Hears a Who!*, *Epic*, and the Ice Age films.

*"The Animation/ Illustration program was the most diverse group of people I've interacted with in my life."*

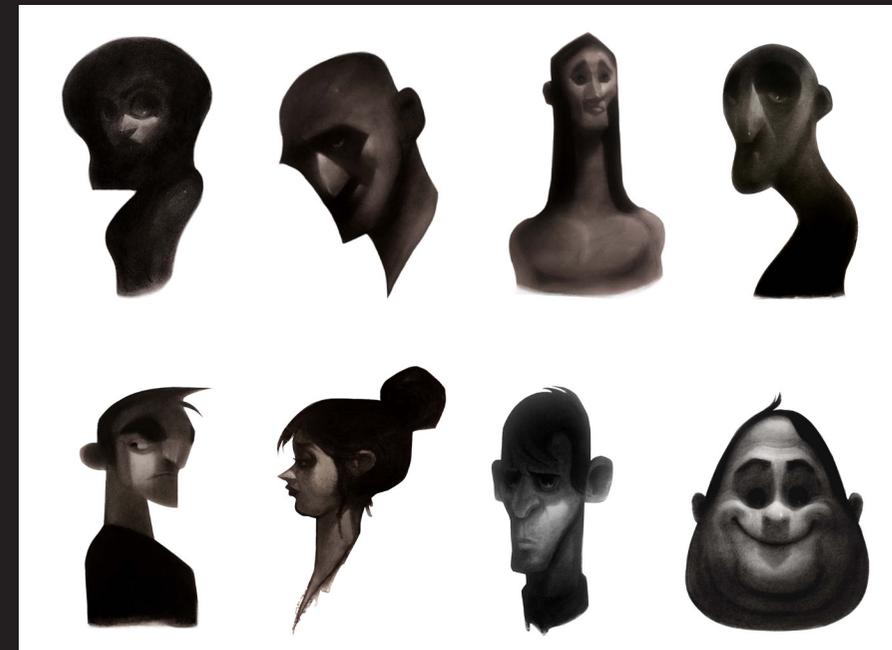
- Jake Panian

## Other past and present SJSU alumni:

Jeff Biancalana	Megan Lawton	Lizette Vega
Brittanie Bruner (intern)	Jake Panian	Kevin Yang
Marty Cooper (intern)	Aidan Sugano	
Annlyn Huang	Lior Taylor	



Aidan Sugano



Jake Panian



Annlyn Huang

# Crystal Dynamics



The path of a Shrunkenheadman Alumni isn't a straight line... it's elliptical. When we leave the nest, we are confident that we've been given the highest level of training, allowing us to be successful in a very competitive industry. When the time is right, we return to SJSU and share the theories and techniques we've gained in our professions with the next. It is that sense of community that is the program's greatest gift to its students, and one that I hold dear.

**Jeff Adams (Class of 2004)** currently works as a senior artist for Crystal Dynamics, a Square Enix company. He has been a concept artist in the video game industry for nearly a decade and has worked on multiple AAA games, including *Dante's Inferno* and *The Sims*. His past clients include Electronic Arts, Kabam and Lightsource Studios.

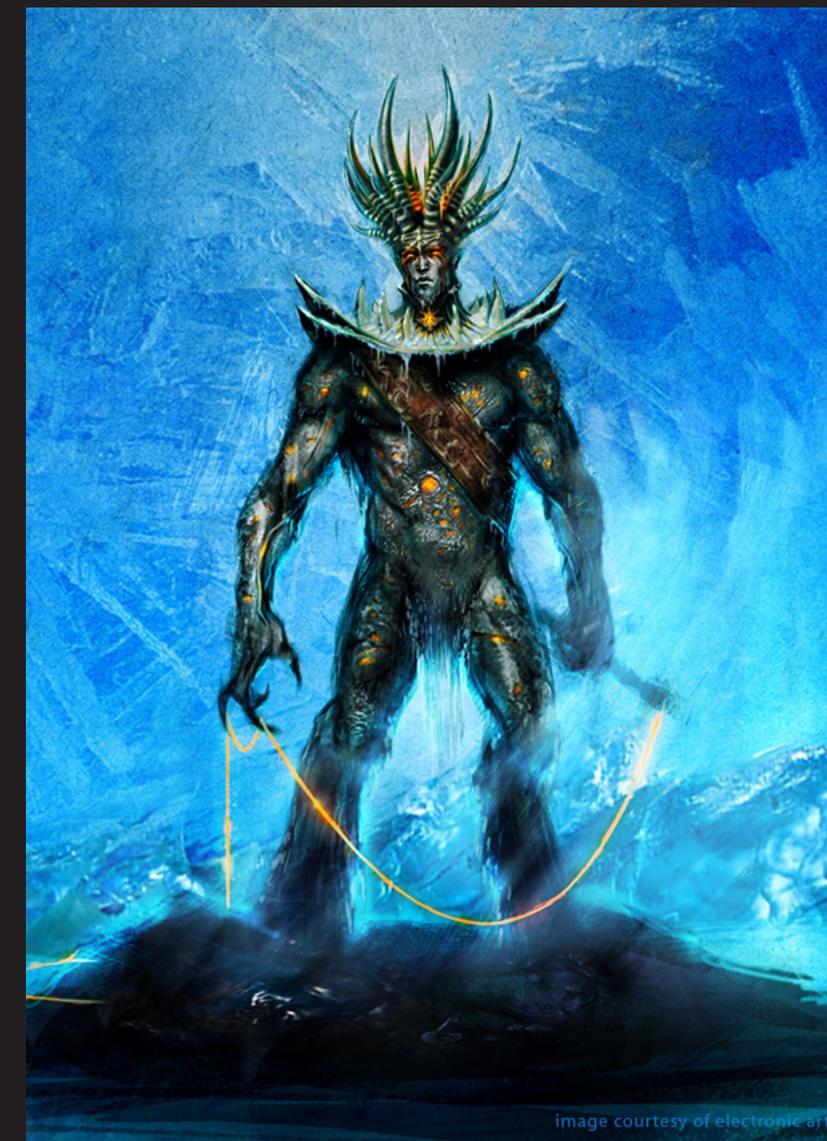
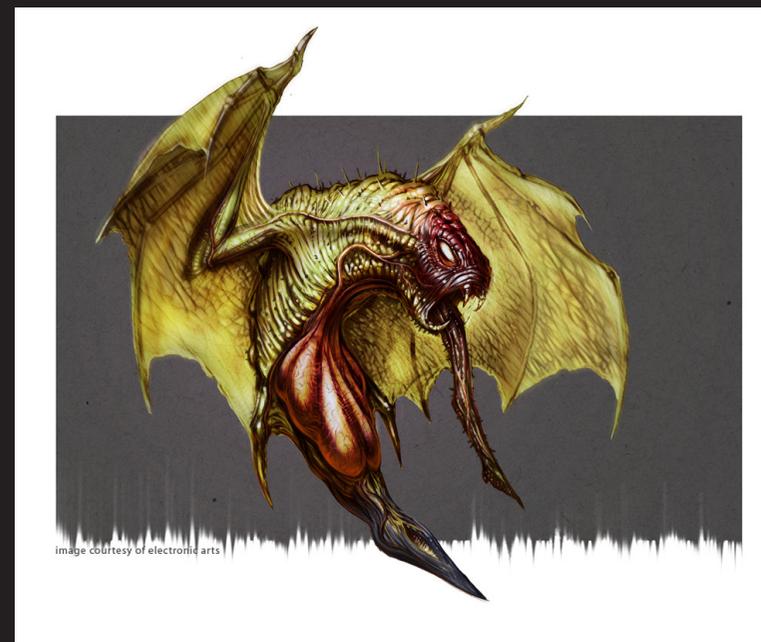
*"The Animation/Illustration program at SJSU continues to generate talented, well rounded artists who are prepared to face the exciting challenges of the entertainment industry. Exposure to industry professionals, and an experienced team of dedicated professors provide valuable opportunities for young artists to find the career that inspires them."*

- Brenoch Adams

## Other past and present SJSU alumni:

Bren Adams  
David Gustlin  
Marc Senteny

Tai Tang  
Jesse Warren



Jeff Adams

# Disney Feature Animation



San Jose State's Animation/Illustration program exceeds expectations in its quality of art education. Amongst other art programs, San Jose State students continue to and increasingly shine as artists with the skills and understanding needed to compete in the professional art industry. This is due to the tireless dedication of the faculty who ensure that the students have the classes and resources that will ensure their success in a competitive industry. The Animation/Illustration program at San Jose State is an invaluable resource to students who want a career in the entertainment art industry.

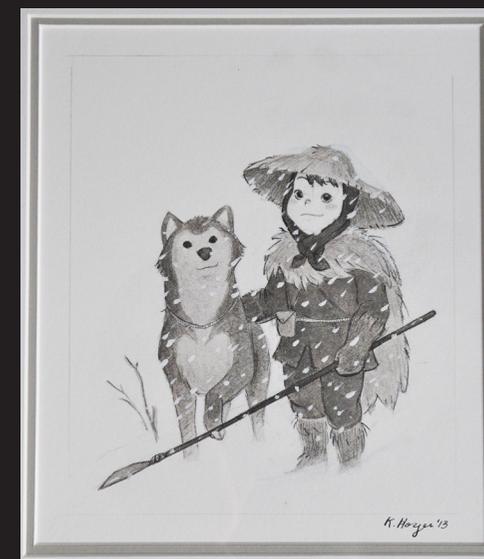
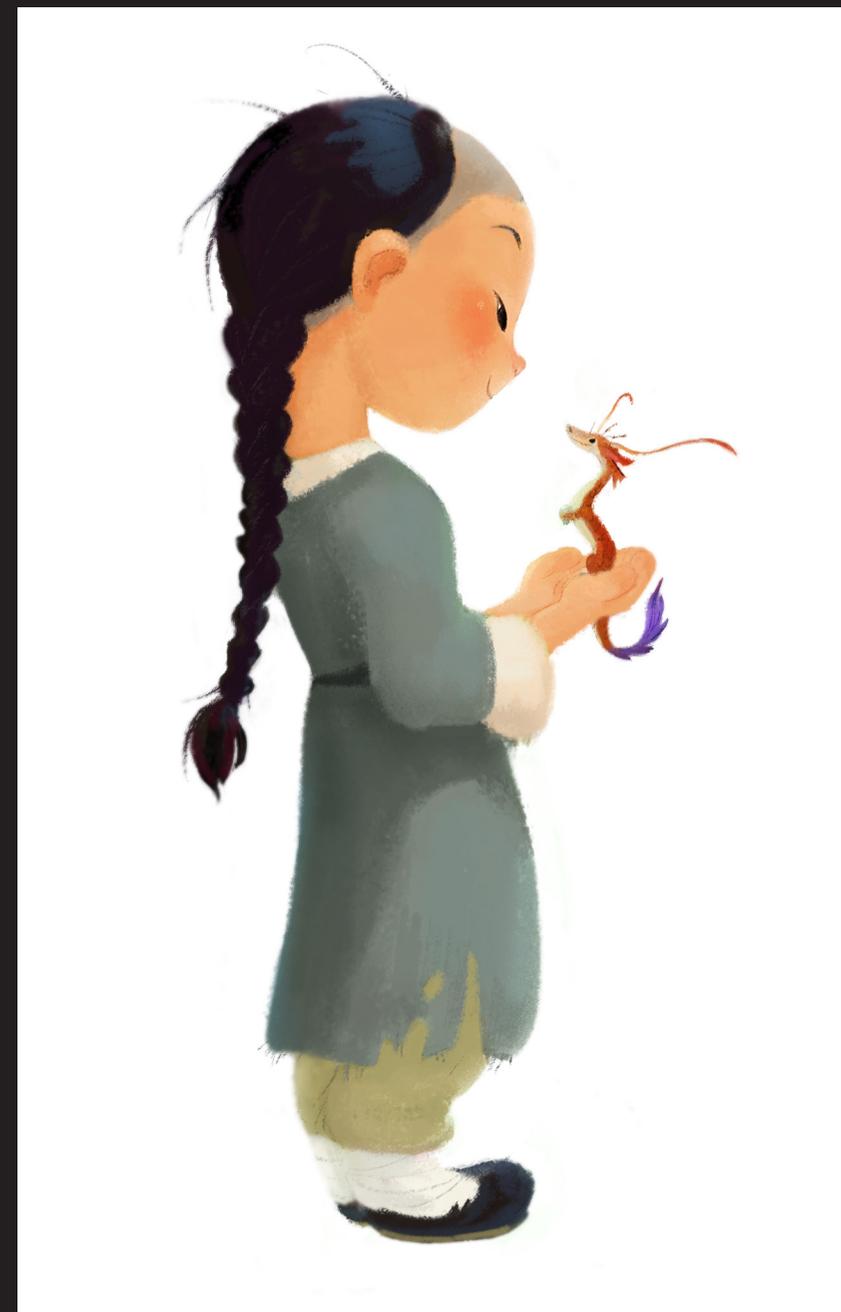
**Kendelle Hoyer (Class of 2006)** worked for the art department at Image Movers Digital on the Robert Zemeckis feature *A Christmas Carol* before going to work for Walt Disney Animation Studios as a storyboard artist. There her credits include *Winnie-the-Pooh*, *Frozen* and *Big Hero 6*, as well as the award-winning short, *Paperman*.

*“The Animation/Illustration program at San Jose State is an invaluable resource to students who want a career in the entertainment art industry.”*

**- Kendelle Hoyer**

## Other past and present SJSU alumni:

Lauren Brown  
Scott Watanabe



Kendelle Hoyer

# Disney Interactive/Playdom



Over the past 8 years, I've enjoyed a successful career in the film and entertainment industry-- and I owe it all to the amazing education that I received at San Jose State's Illustration and Animation program. At San Jose State, not only did I acquire the fundamental and professional skills that make me an asset to my creative team at Disney, but I gained a close-knit family of friends and peers who still support me to this day. I look back at my days in the Animation/Illustration program with much pride and am still amazed at the incredible talent that come out of those doors. It is an honor to have been a part of that experience and legacy.

**Lizette Vega Biancalana (Class of 2004)** is a senior artist at Disney Interactive/Playdom. Prior to joining Disney, she worked as a designer and visual development artist for Blue Sky Studios. Her illustration work is also featured in publications such as the Totoro Forest Project and Out of Picture: Volume 2. Her credits include the animated films *Horton Hears a Who!*, *Rio*, *Ice Age: Dawn of the Dinosaur* and *Ice Age: Continental Drift*.

*“San Jose State’s Animation/Illustration program prepares graduates to be continuous, life-long learners and adaptable artists. That is the best kind of artist.”*

- Aden Scott

## Other past and present SJSU alumni:

Lizette Biancalana	Brittanie Humphrey	Brian Perez
Ashley Boyd	Martin Kau	Kelly Ricker
Carlianne Fenton	Amy Kim	Aden Scott
Nelson Hernandez (Freelance)	Melissa King	Virgil Serrano
Jennie Hoffer	Megan Mission	Alice Wong



Lizette Biancalana



Melissa King



Melissa King

# Electronic Arts



SJSU prepared me for success in the industry in so many ways. Most important is the culture of sharing work and ideas. San Jose is so ripe with talent that we learned to focus on our thinking and storytelling ability more than our technique. We are shown how to think like art directors and evaluate ourselves and others in a professional way. In the industry I have learned that that attitude carries far beyond school and is key to staying current. We are shown that learning new ways to improve is essential. Being humble and open to criticism is also necessary to work in our ever-changing industry. I am truly thankful for the faculty and peers that I learned from at SJSU.

**Jens Holdener (Class of 2007)** is a senior concept artist working in the console games industry. He has worked for various gaming studios such as EA and Crystal Dynamics. His environment concept range from look development to production art and in-game sky panoramas, and has worked on titles such as *Battlefield 4*, *Dead Space 1, 2, and 3*, along with *Tomb Raider: Underworld*.

*“If it wasn’t for the inspiration and instruction found in this school, I may have never found a successful career, especially one that I love so much!”*

- Jehan Choo

## Other past and present SJSU alumni:

Konstantin Abadjiev  
Jeff Adams  
Ian Ameling  
Anthony Ashton  
John-Paul Balmet  
Derek Brand  
Jason Chan

Jason Courtney  
Anthony Ermio  
Sarah Forrester  
Peter Gikandi  
Martin Kau  
Ron Kee  
Kim Lambe

Chi-Wai Lao  
Gia Luc  
Nikki Lukas  
Lawrence Mai  
Phil Mamuyac  
Nino Navarra  
Frances Ngai

Thiennga Ngo  
Christopher Petrocchi  
T.J. Phan  
Josue Portillo  
Alyssa Robbins  
Lainey Southard  
Tony Trujillo

# Film Roman



SJSU’s Animation/Illustration program jumpstarted my career in animation and changed my life. While I don’t owe any debt in student loans, I owe a great deal of gratitude to the program for boosting my skills and confidence as an artist and shaping me into the professional I am today. There isn’t a day where I don’t refer to the skills I learned at San Jose State. The quality of instruction is comparable to CalArts, RISD, Art Center—but at a fraction of the cost. Beyond stressing the fundamentals of drawing and composition, the Animation/Illustration program imparts a strong work ethic in its students. You are taught right away to grow a thick skin, to be humble and professional. You learn to work with the best and to be your best.

**Debbie Bruce Mahan (Class of 2002)** started working at Film Roman in 2001, during her final semester. She is currently a character layout artist/board revisionist on “The Simpsons”, and has been for nearly a decade—thus holding the SJSU AI program’s record for longest internship... ever. Her award-winning short film “Peep Show” was featured in Spike & Mike’s “Sick & Twisted” Animation festival. She has also shown and published artwork with the Girls Drawin’ Girls art collective. Her personal art has been shown and sold in galleries throughout Los Angeles.

*“EVERY opportunity I have had as a professional artist in the last 6 years has grown out of a relationship I made at San Jose State. I think the most important thing I learned from our university is that good relationships and collaboration are key to a successful career and life!”*

- Chris Palmer

## Other past and present SJSU alumni:

Jennifer Corker (intern)  
Tammy Manis

Chris Palmer  
Gerin Williams (intern)

# Google

The Animation/Illustration program at SJSU has prepared me with the necessary skills to be a successful professional artist. The drawing and painting fundamentals I learned there guide me on a daily basis. One unique aspect of the program is the student community. The students come together to work hard and play hard. Students help one another out and learn from one another and collaborate to create fun animated films. They have many opportunities to gain valuable experience outside the classroom as well

**Susie Sahim (Class of 2007)** has been an illustrator for the Google Doodle team, creating over 100 doodles. Her doodles have delighted millions of Google users from around the world. Since then, she has been doing design and development work for Google's marketing pages. In her spare time, she's producing an independent animated web series called *Dragon Mall Quest*.

*“The Animation/Illustration program at SJSU has prepared me with the necessary skills to be a successful professional artist.”*

- **Susie Sahim**

# Mandoo Studios

I credit the success of my career to the education and training I received at SJSU's Animation/Illustration program. Not only does the program teach difficult skills necessary for industry success, they instill ethics of hard work, passion and camaraderie. The AI faculty is some of the most talented, dedicated and caring individuals I have ever met; and it was because of them that I had the courage and ability to pursue my career dreams of working in animation.

**Josh Zinman (Class of 2008)** is currently a feature story artist at Mandoo Pictures. Since graduation, he has worked as a storyboard artist for Nickelodeon, Disney and ReelFX. His credits include *Robot and Monster*, *Fairly Odd Parents*, *Gravity Falls* and *Free Birds*.

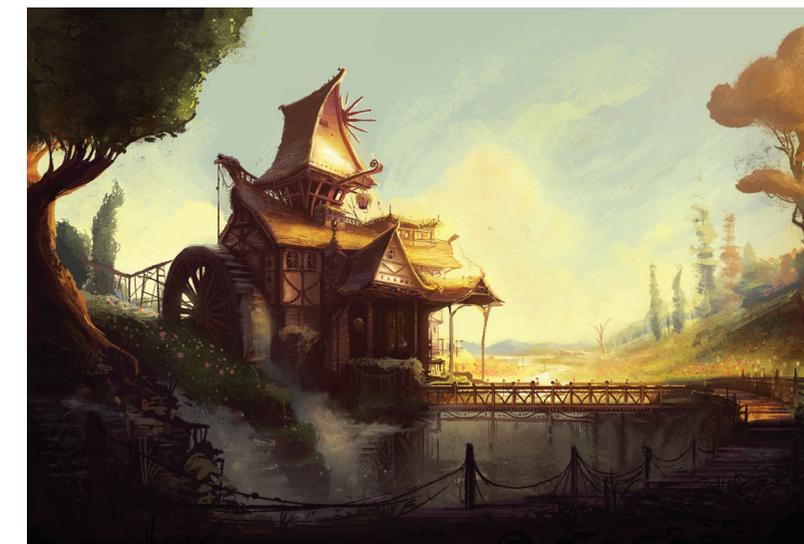
*“I credit the success of my career to the education and training I received at SJSU's Animation/Illustration program.”*

- **Josh Zinman**

# Industrial Light & Magic

SJSU's Illustration/Animation Program taught me the skills necessary to thrive as an artist in entertainment design and illustration. More importantly, it also provided a unique environment, blending a strong work-ethic with open, generous collaboration! This environment has proven to be the foundation for real, flourishing creativity in the marketplace.

**Wayne Lo (Class of 2001)** has worked for a number of studios and publishers as an illustrator, conceptual designer and art director. Some of his credits include *A.I. Artificial Intelligence*, *Men in Black II*, *Pirates of the Caribbean*, *Peter Pan*, *Van Helsing*, *Lemony Snicket*, *Flags of Our Fathers*, *Star Wars: The Clone Wars* (TV series), *Lair* (video game) and *101 Questions* (graphic novel).



Cody Gramstad

*“The talent coming from the program increases each year, strengthening the entertainment industry. I look forward to seeing the talent continue to blossom!”*

- **Anne Fix**

## Other past and present SJSU alumni:

Ian Ameling  
Gus Dizon  
Brian Fong  
Anne Fix

Cody Gramstad  
Lorraine Leber  
Robert MacKenzie  
Lam Nguyen

Saro Orfali  
David Yee

# Hallmark Cards



My experience at San Jose State University was crucial to starting my career in illustration. The support and guidance of the faculty helped me secure an internship and, eventually, a full-time position at Hallmark Cards. The Illustration program at San Jose State has equipped me with the skills necessary to hold my own among alumni from the more prestigious (and expensive) private art colleges across the country.

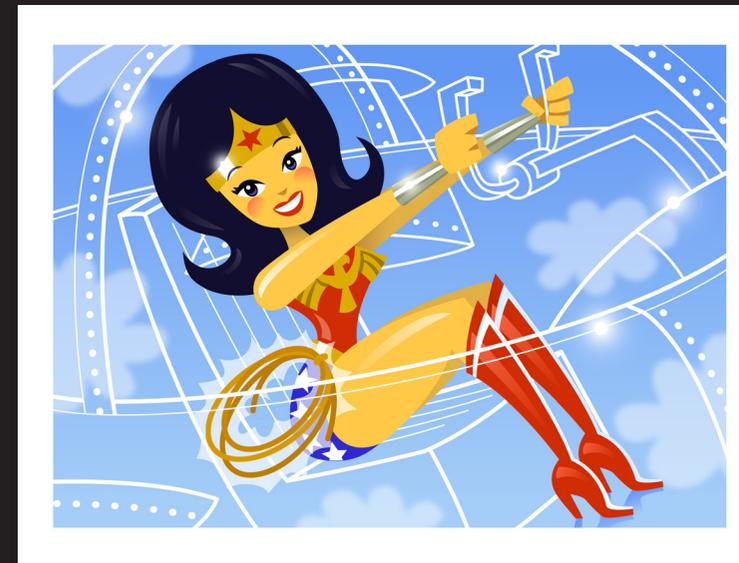
**Ramon Olivera (Class of 1996)** is a senior multimedia designer at Hallmark Cards in Kansas City, Missouri. His contributions at Hallmark include greeting cards, book illustration, lettering design and animation. Ramon's honors include the Society of Illustrators Annual Exhibitions and an Annie Award nomination for Outstanding Production Design in an Animated Television Production.

*“The program taught me to be generous in sharing my skills and prepared me to be very flexible while maintaining a positive attitude--all of which are major pluses in any professional work environment”*

- Adan Chung

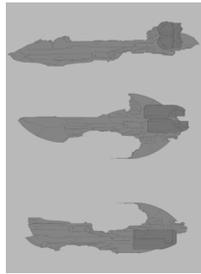
**Other past and present SJSU alumni:**

- |                        |                         |                           |
|------------------------|-------------------------|---------------------------|
| Lauren Andrews         | Adan Chung              | Elizabeth Kresin (intern) |
| Norman Bannister       | David Coffman           | Roseld Laguatan           |
| Andrew Bosley (intern) | Randolf Dimalanta       | Peter Martin              |
| Cullen Brown (intern)  | Andrew Harkins (intern) | Natalie Repp (intern)     |
| David Chai (intern)    | Jeff Jackson (intern)   | Priscilla Wong (intern)   |



Ramon Olivera

# Kabam



I feel fortunate to have gone to school at San Jose State, where the Illustration and Animation Program took my youthful love of drawing and interest in illustration and directed me towards a mastery of craft and focus on industry applicability. The program's focus on the fundamentals of drawing and design, so sought after by studios, together with an environment that allowed for both camaraderie and competitiveness, was absolutely necessary for breaking into the entertainment industry.

**Jason Courtney (Class of 2000)** is an illustrator, concept designer and visual development artist with over a decade of experience in games, film and television. His work has been showcased in Communication Arts, Spectrum Fantastic Art, Into The Pixel and other industry annuals and publications. He has worked on titles such as *Deadspace*, *Megamind*, *Merry Madagascar*, *Scared Shrekless*, EA's *The Godfather* as well as Kabam's *Godfather: Five Families*, *James Bond: Everything or Nothing* and *The Hobbit: Armies of the Third Age*. He currently works at Kabam.

*“The Animation/Illustration program provides an amazing opportunity for students to obtain a well-rounded and competitive education from high-caliber working professionals with real-life industry experience. The reputation of the quality talent that graduate from this program is well-regarded and respected.”*

- Amie Chan

## Other past and present SJSU alumni:

Jeff Adams  
Ariel Alvarez  
Amie Chan Alvarez  
Miles Dulay  
Charlene Fleming

Traci Hui  
Jordan Louie  
Vu Mai  
Chantrelle Pryor  
Tony Trujillo

Tuan Vo  
Kristina Wayte  
Kevin Yang

# Kixeye

SJSU's Illustration/Animation Program is one of the best, if not the best, of its kind in the world. Everywhere I've worked during my 13+ years as a concept artist, I've inevitably found myself working with other SJSU Illustration/Animation Alum. Four out of five in-house concept artists on *Star Wars: 1313* were Shrunkenheadmen. During my stint at Lucasfilm Animation there were at least 16 of us working there on various projects. The amount of success stories of SJSU Illustration/Animation graduates is vast. Everywhere you turn in this industry, it's nearly impossible not to bump into a Shrunkenhead: Pixar, Dreamworks, ILM, Nickelodeon, Disney, Tippet Studios, 2K Games, EA, etc...I've been told countless times at various companies "Good Lord, you guys are everywhere!" We can be found "everywhere" because the program provides students with the skills, work ethic, values and fun spirit that are essential to a successful career in the entertainment industry. I've created life-long friendships, met my wife, started a network of contacts, and learned some of the most valuable lessons in my life during my time in the program.



**Colin Fix (Class of 2003)** started his career as a traditional animator for The Learning Company and as an intern for ILM's Art Department. His list of clients includes Wizards of the Coast, Electronic Arts, SCEA, 2K Games, Konami, Electronic Arts and Weiden & Kennedy. His work has appeared in the fantasy art annuals Spectrum and Aphrodisia, as well as the card game "Hecatomb." Colin has done concept design work for films such as *Star Wars Episode 7*, *Beowulf* and *A Christmas Carol*, as well as games such as *Bioshock 2*, *XCOM*, and *StarWars: 1313*. He is currently Principle Concept Artist at Kixeye as well as collaborating with Zach Braff on his follow-up film to *Garden State*, titled *Wish I Was Here*.

*“SJSU's Illustration/Animation Program is one of the best, if not the best, of its kind in the world.”*

- Colin Fix

## Other past and present SJSU alumni:

Ian Ameling

# LucasFilm



By the time I was ready to graduate, I had a strong enough portfolio that I was able to get a job with Electronic Arts as a concept artist before I even received my diploma. I attribute my success wholly to the things I learned at SJSU.

I believe that generations of artists who cannot afford expensive art schools deserve their chance to shine. San Jose State University and the Cal State system should be a place where a student's economic situation does not prohibit them from achieving their dreams. The A/I program is one of the places where that is possible.

**John-Paul Balmet (Class of 2007)** is a concept designer in the entertainment industry and has worked at some of the leading Bay Area game and film companies, including Electronic Arts and Lucasfilm. He is a featured artist in the book, *Punch Drunk Moustache: Visual Development for Animation and Beyond*.

*“San Jose State University holds a reputation for producing friendly, hardworking, respectful, super-talented artists in the filmmaking industry--and it's all thanks to the spectacular educational environment that is provided by the faculty and students of the Animation/Illustration program!”*

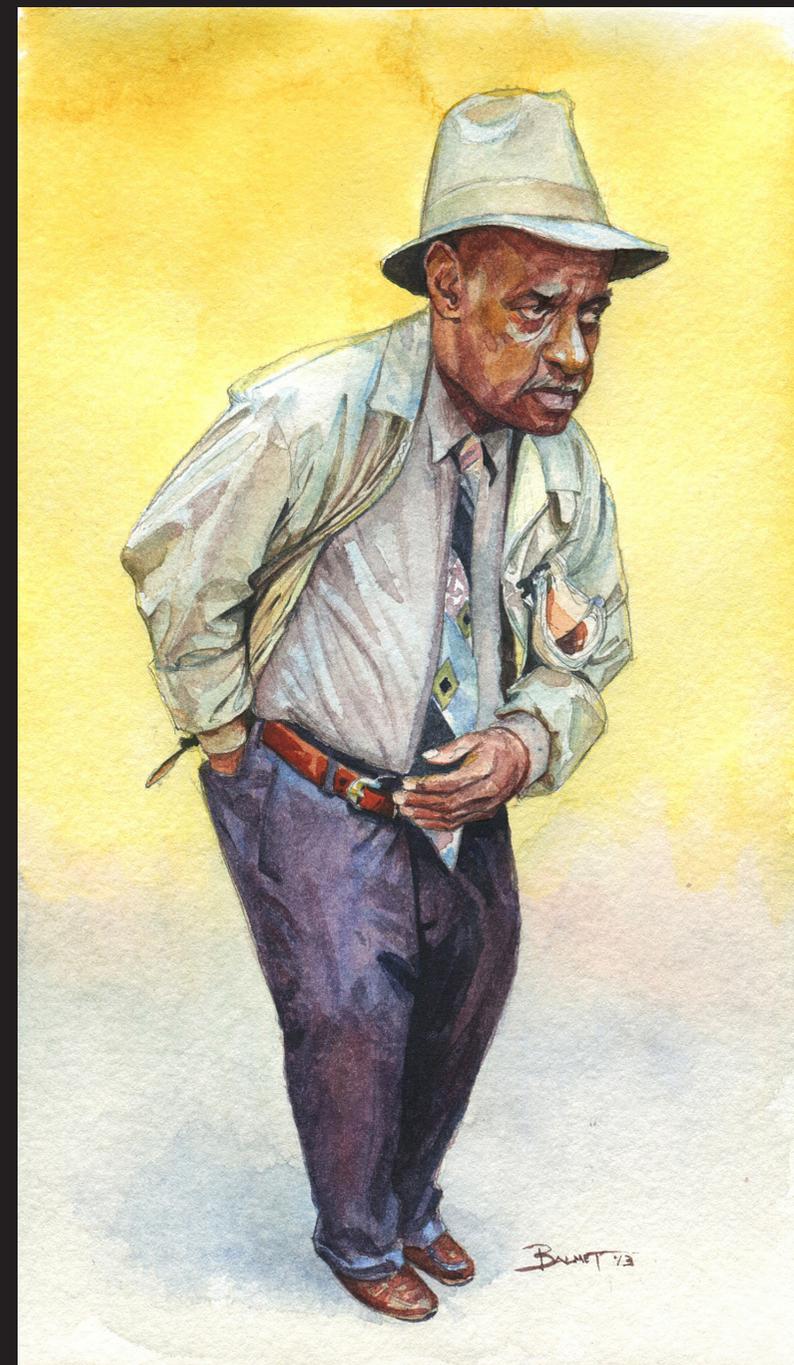
- Don Ta

## Other past and present SJSU alumni:

John-Paul Balmet  
Anthony Ermio  
Colin Fix  
Cole Higgins  
Martin Kau

Wayne Lo  
Chris McKane  
Paul Nguyen  
Elyse Regan Omernick  
Andrea Rhodes

Saul Ruiz  
Micah Sibert  
Don Ta  
Zack Ellsworth  
Jeff Sangalli



John-Paul Balmet

# Nickelodeon



My time with the Animation/Illustration program at SJSU was one of the most profound learning experiences of my life. Under the amazing faculty's direction, I developed as an artist, a leader, a professional and as a person.

The friendships that I gained from my time with the A/I program have continued long after I graduated, and I expect them to continue for the rest of my life. There's an undefinable sense of community, family and selflessness that has arisen from the program that cannot be manufactured or recreated. It has positively affected thousands of students, and has the power to affect many thousands more.

I cannot emphasize enough how much the A/I program has done for me, nor how much it means to me. It's one of a kind.

**Jon Magram (Class of 2011)** is a storyboard revisionist at Nickelodeon for the show *Monsters VS Aliens*. He has written and directed several award winning live-action short films, In the summer of 2012, he produced *Always Learning*, his first live-action feature film.

*“The Animation/Illustration program at SJSU is a gift. That is the bottom line.”*

- **Jeffry Mazon**

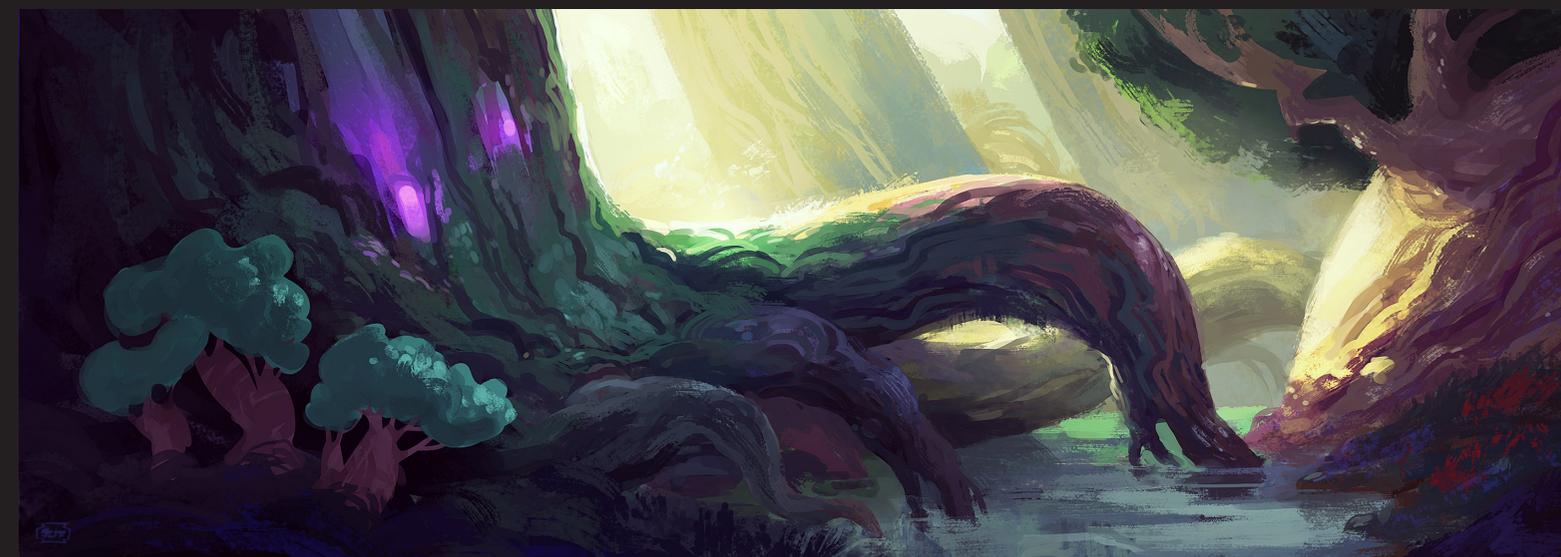
## Other past and present SJSU alumni:

Hillary Bradfield (intern)  
Ryan Carlson  
Frank Davis (intern)  
Michael Fong  
Christopher Heckey  
Katherine Heckey (intern)  
Steve Hirt

Samantha Iturralde (intern)  
Eunsoo Jeoung  
Kimberly Knoll  
Dan Koskie (intern)  
Elizabeth Kresin  
Ashley Laidlaw  
Kevin Lam (intern)

Bryan Mann  
Pat Marconett (intern)  
Jeffry Mazon  
Bridget Ore  
Sean Petrilak  
Alyssa Robbins  
Frederic Stewart

Catharina Sukiman (intern)  
Phil Wanardi (intern)  
Josh Zinman  
Lauren Zurcher



Jeffry Mazon

# PDI/DreamWorks



The Animation/Illustration program at SJSU gave me the freedom, through their outstanding foundations training, to jump right into a number of different creative positions. With courses in color, painting, figure drawing, graphic design, illustration, 2D animation, 3D modeling/animation, visual development and 2D design, the faculty made sure we graduated equipped to meet the requirements of the industry. The strength of the program is due to their dedication to the time-tested creative building blocks of the visual arts and their ability to modernize along with the technological tides. Looking back at my time there, I only regret not staying another semester.

**Ruben Perez (Class of 2003)** is an art director at PDI DreamWorks Animation. Over the past 10 years he has also worked in matte painting, visual development, color script, set design, architectural rendering, graphic design and illustration at various companies such as Lucasfilm, The Orphanage, EA and PDI DreamWorks. His illustrations are featured in the book, Moon Shine. His film credits include *Shrek the Third*, *Over the Hedge*, *The Madagascar* films and shorts, *MegaMind*, *Dragon's Gift of the Night Fury*, *Hellboy*, and *Spy Kids 3D*.

*The instruction at San Jose State paved the way for an internship at PDI Dreamworks during my last semester, and I have been a story artist ever since. I use what I learned in those classes every day, and if I wouldn't have had that instruction, I have no doubt that I wouldn't have come out of school qualified for this job.*

- **Tim Heitz**

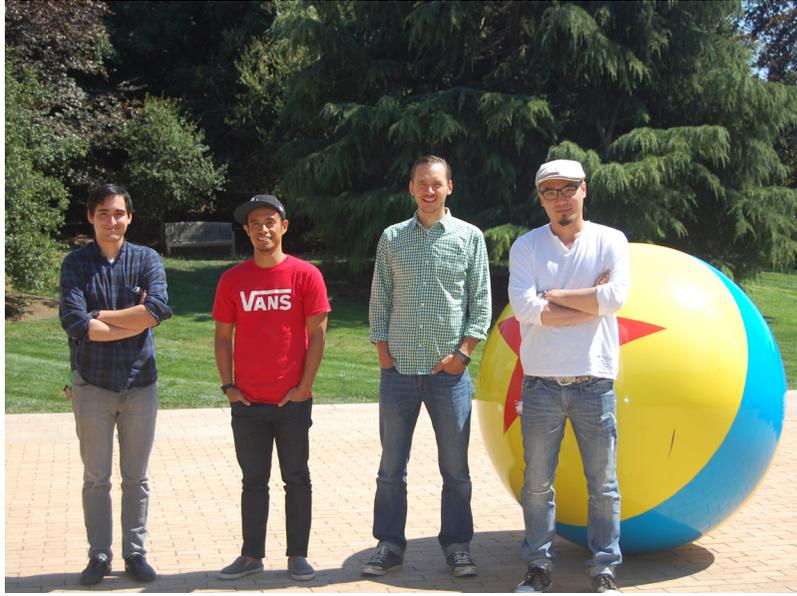
## Other past and present SJSU alumni:

- |                           |                        |                         |                       |
|---------------------------|------------------------|-------------------------|-----------------------|
| Jeff Biancalana           | Gloria Foster (intern) | Zachary Knoles (intern) | Ruben Perez           |
| Brittanie Bruner (intern) | Andrew Harkins         | Scott LaFleur           | Casey Straka (intern) |
| Felipe Cerdán             | Tim Heitz              | Robert MacKenzie        | Priscilla Wong        |
| Jason Courtney            | Pam Ho Yeh (intern)    | Amy Madden              | Edric Yamamoto        |
| Stephanie Dere            | Henry Hovhanesyan      | Pat Marconett (intern)  | Nicole Yee (intern)   |
| Jackson Dryden            | Jules Jammal (intern)  | Januel Mercado          |                       |
| Karen Dryden              | Noah Klocek            | Brandon Moore (intern)  |                       |



Priscilla Wong

# Pixar



It's hard to imagine that a large state-funded university can have a thriving art program that rivals the most expensive private institutions like Art Center and Cal Arts. Yet, as a graduate and an art director looking for talent, I can say that the Animation/Illustration Program at SJSU is one of the top programs in the country.

The Animation/Illustration Program at SJSU embodies the dream of publicly-funded education. Year after year it demonstrates that, with the dedication of faculty and students, a publicly-funded program can exist that provides the opportunity for the best education possible, no matter who a student is or where they come from. I would not be where I am today without the opportunity and education I received in the Animation/ Illustration Program at SJSU.

**Noah Klocek (Class of 2004)** is an art director at Pixar Animation Studios. Noah began his artistic career working in advertising as an art director while attending San Jose State University. Right out of school, Noah began working as a matte painter at ILM where he worked on *Pirates of the Caribbean*, *The Hulk* and *T3*. After ILM, Noah found a home at PDI/DreamWorks where he worked on *Shrek 2* and *Madagascar*. Noah finally landed at Pixar Animation Studios where he is currently an art director. He has worked on *Wall-E*, *Up*, *Partly Cloudy* (as Production Designer), *Brave* and the upcoming *Good Dinosaur*.

*"I would not be where I am today if it were not for this amazing program."*

- **Lori Klocek**

## Other past and present SJSU alumni:

Paul Abadilla

Youri Dekker (intern)

Stephanie Dere (intern)

Eric Evans

Lori Klocek

Jeanette McKillop (intern)

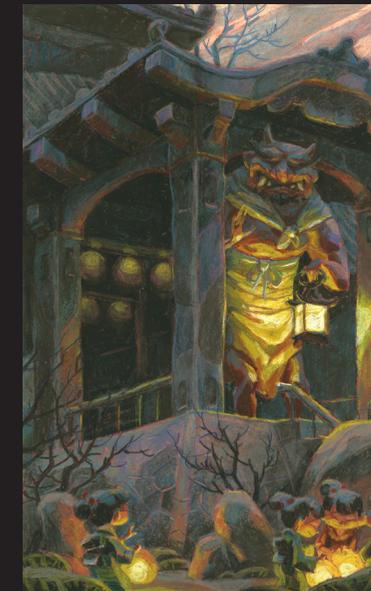
Bob Pauley

Andrea Rhodes (intern)

Jeff Sangalli (intern)

Don Ta

Michael Tucker



Noah Klocek

# ReelFX

My dream in life, ever since I was a child, was to work on feature-length animated movies. I have realized that dream, and it is because of the education I received in the Illustration/Animation program at San Jose State University.

I entered the program a scrappy young man with a mediocre ability to draw. I left a well-rounded artist, with not only the technical skills needed to find employment, but the right attitude and an understanding of how to act professionally in a collaborative work environment. Since graduating, I have enjoyed a wide range of jobs in the industry that reflect the many skills taught to me. It has provided my family and me with economic stability as well as a career that fulfills me creatively.

My latest endeavor as Head of Story on Free Birds made me one of the lead creatives on Reel FX's first feature-length digital feature. I had the opportunity to build my own story team and was fortunate enough to hire three SJSU graduates to work with me on this challenging film. Those graduates ended up being the most valuable members in my department. As I approach my next project, I will be on the lookout for more SJSU graduates to bring on board.

Jeffrey Biancalana (Class of 1998) is Head of Story for Reel FX Creative Studios. Over the past 15 years he has worked as a story artist for Dreamworks Animation, Warner Brothers and 20th Century Fox's Blue Sky Studios. He has also worked as a director and designer for many video games, television programs and online productions with Wild Brain, Leapfrog and Mondo Media. His credits include Horton Hears a Who!, Ice Age: Dawn of the Dinosaurs, Rio, Megamind, Madagascar 3, Jonah Hex and Free Birds.

*My experience in the animation program at SJSU not only provided me with the knowledge and skillset for my job as a storyboard artist, but also ingrained a positive attitude and enthusiasm for collaboration which is equally if not more important in my day to day work.*

- Marty Cooper

## Other past and present SJSU alumni:

Marty Cooper  
Taylor Hsieh  
Josh Zinman

# Sony



The Animation/Illustration program has had a huge impact on my life. The education and training that I received from the program has enabled me to work for some of the best studios in the industry. As a professional, I have had the honor and privilege to continue to work with many SJSU graduates. The unique culture cultivated in the program creates strong ties amongst its students, alumni and instructors which fosters continued relationships well beyond graduation. This network provides ongoing opportunities for alumni to find jobs as well as continue to be involved with SJSU. The dedication and accomplishments of the program's faculty are unparalleled and have created a world-renowned program which continues to grow and enhance the reputation of the entire university.

**Jeff Sangalli (Class of 2000)** is an art director for Sony Computer Entertainment. He began his career at Pixar Feature Animation working on *Toy Story 2*. As both a visual development artist and art director, Jeff has had a diverse career working in film, games, print and television for companies including Sony Computer Entertainment, LucasArts, National Geographic, Double Fine Productions, Industrial Light and Magic, Paramount Pictures and Lucasfilm Animation.

*[The A/I program] not only taught me technical process and execution, but nurtured the creative thought process and collaborative nature it takes to be a good artist. I know this is why SJSU's reputation is known throughout the entertainment industry."*

- Dela Longfish

## Other past and present SJSU alumni:

Ryan Carlson	Dela Longfish	Becky Roberts	Scott Watanabe (intern)
Jonathan Chu (intern)	Nick Maksim (intern)	Lucie Roberts	Julius Willis
Felipe Cerdán	Phil Mamuyac (intern)	Tony Trujillo	
Taylor Lambert (intern)	Matthew Pugnetti (intern)	William Wat	

# Sledgehammer Games/Activision



Not only did I learn how to be an artist at SJSU, but the habits I picked up from my professors and fellow classmates during my time there proved to be just as important, if not more, to giving me a solid foundation--one that would allow me to survive and flourish in this highly competitive industry. It was the never-ending support that everyone gave each other, the constant push to always do better, the thirst for more knowledge, and the dedication and hard work that I've found to be my best "weapons" for success. Program at SJSU.

**TJ Phan (Class of 2003)** has worked at Lucas Arts and Electronic Arts, where he contributed to titles such as Dante's Inferno and Dead Space 2. He is currently a senior animator at Sledgehammer Games/Activision, where he's busy working on one of the top-selling franchises of all time, *Call of Duty*.

*"It was the never-ending support that everyone gave each other, the constant push to always do better, the thirst for more knowledge, and the dedication and hard work that I've found to be my best "weapons" for success."*

- TJ Phan

## Other past and present SJSU alumni:

Chi-Wai Lao  
Jesse Lee

Lawrence Mai  
Amy Madden



Lawrence Mai

# Storm8



The San Jose State Animation program has provided me with the solid foundation upon which I have built my career as an artist. Without the program, I would never have learned the skills or met the people that enabled me to be employed in the field I am passionate about.

**Erin Schlepner (Class of 2012)** is a 2D Artist at Storm8. She is responsible for the visual development of characters, props and background assets used in games. Erin has also worked freelance on seven short film projects, three of which she worked as a department lead, and two of which have been nominated for Annie Awards.

*“The education provided at SJSU was essential to my employability at graduation, and prepared me for an easy transition to a professional production environment.”*

- **Brian Kistler**

## Other past and present SJSU alumni:

Amie Chan Alvarez  
Christopher Carranza  
Aggie Chung  
Jon Glabas  
Gloria Foster  
Lam Giang

Lamngo Giang  
Gary Goncalves  
Henry Ho  
Brian Kistler  
Craig Kitzman  
Nigel Li

Jason Marino  
Christine Nguyen  
Dan Patrick  
Erin Schlepner  
Paul Yula



Erin Schlepner

# Tippet

My time in the SJSU Illustration/Animation Program has had a pivotal role in my career. The program and instructors offered me important tools, structure and great resources, enabling me to be an employable artist in the entertainment industry. I've always felt genuine care and encouragement from the instructors, almost parental. I am grateful to my fellow students and faculty of the Illustration/Animation department for the amazing program, experience and opportunities.



**Gus Dizon (Class of 1999)** has worked in the visual effects industry for 14 years. Currently he is a lead digital painter at Tippett Studio. Prior to that, he worked at Industrial Light & Magic as both a concept artist and a digital texture artist. Some of his credits include *After Earth*, *Twilight Saga*, *Cloverfield*, *The Spiderwick Chronicles*, *Pirates of the Caribbean: Dead Man's Chest*, *Mission Impossible 3*, *The Island*, *Star Wars: Episode 3*, *The Hulk* and more.

*"I am grateful to my fellow students and faculty of the Illustration/Animation department for the amazing program, experience and opportunities."*

- Gus Dizon

# Zynga



SJSU A/I has been instrumental in my career and success as an industry artist. I have worked at some of the top-tier film and game companies in the country, all because of the training and opportunities I received from SJSU A/I and its supportive faculty. I would not have had the experiences I've had, were it not for my education and the exposure SJSU A/I gave me to industry companies, recruiters, professionals and teachers.

The network the faculty has built for the program is a blessing for those who cannot afford the expensive education and connections of a private art school. I certainly could not afford a private art school education. They have given, and continue to give, hundreds of talented but financially-disadvantaged students a quality art education and a chance to pursue and achieve dreams of working in the game and animation industry. The SJSU A/I program lets you wish upon that star...and then catch it!

**Steph Dere (Class of 2010)** is currently a senior concept artist/animator at Zynga, a San Francisco-based game studio. Past companies include Pixar Animation Studios, PDI/Dreamworks and Ubisoft. Her breadth of work is versatile, enabling her to work in different disciplines such as storyboarding, concept design, animation, and illustration.

*"The Animation/Illustration program brings the potential out in students and makes good artists great."*

- Rick Johanson

## Other past and present SJSU alumni:

Christy Bontrager  
Renee Carty  
Katie Corna  
Candace Downey  
Karl Espiritu  
Nelson Hernandez  
Melissa King (intern)

Craig Kitzman  
Laura Lee  
Stephanie Lew  
Wilbur Liang  
Amy Madden  
Jason Marino (intern)  
Claire Marshall

Jon Mendez  
Yuri Mikami  
Dora Roychoudhury Pintek  
Rebbaz Royee  
Sevvanthie Sachithanandan  
Tony Trujillo  
Phil Wanardi

# Art Institute of Las Vegas

Work ethic and the ability to come up with unique and clever concepts are two of the most important traits to have in the entertainment industry. Work hard, make friends and connections, have fun, help each other, keep doing thumbnails, get feedback on your idea, then do more thumbnails, be passionate, strive for excellence and be the best. I am thankful that I learned and practiced these while at SJSU. It has given me the ability to adapt to any medium, and has made my life richer.

**Randolf Dimalanta (Class of 1996)** currently works as a user interface designer for Codex Worlds and is an animation, visual effects and game design instructor for the Art Institute of Las Vegas and the University of Minnesota. He is also a freelance designer, illustrator and animator. His clients include *Hallmark Entertainment*, *Harrah's Entertainment*, *MTV Networks*, *FFTEC Racing*, *Swatch Watch International*, *Gerbog Snell & Associates*, *International Artist Magazine* and *Digital Artist Daily Magazine*.

*“Work ethic and the ability to come up with unique and clever concepts are two of the most important traits to have in the entertainment industry...I am thankful that I learned and practiced these while at SJSU. It has given me the ability to adapt to any medium, and has made my life richer.”*

**- Randolf Dimalanta**

## Films

300: Rise of an Empire  
47 Ronin  
A Bug's Life  
A Christmas Carol  
Artificial Intelligence (A.I.)  
Atlantis  
Avatar  
Beauty and the Beast  
Beowulf  
Beverly Hills Chihuahua  
Bewitched  
Big Hero 6  
Book of Life  
Brave  
Bringing Out the Dead  
Cars  
Clash of the Titans  
Cloverfield  
Curious George  
Drag Me to Hell  
Dreamcatcher  
Edge of Tomorrow  
Eight Crazy Nights  
Epic  
Eragon  
Finding Nemo  
Flag of Our Fathers  
Free Birds  
Frozen  
Harry Potter and the Sorcerer's Stone  
Hellboy  
Hercules  
Home on the Range  
Hoodwinked Too! Hood Vs. Evil  
Horton Hears a Who  
How to Train Your Dragon  
How To Train Your Dragon II  
Hulk  
Ice Age II  
Ice Age III  
Indiana Jones and the Kingdom of the Crystal Skull  
Inside Out (forthcoming)  
Iron Giant  
Iron Man  
Iron Man II  
Jonah Hex

Joseph: King of Dreams  
Kingsman: The Secret Service  
Kung Fu Panda II  
Lemony Snickett: A series of Unfortunate Events  
Lions for Lambs  
Lucy  
Madagascar I  
Madagascar II  
Madagascar III  
Maleficent  
Magnolia  
Megamind  
Men in Black II  
Mirror, Mirror  
Mission Impossible III  
Mission To Mars  
Monsters University  
Monsters, Inc.  
Monsters vs. Aliens  
Mr. Peabody and Sherman  
Osmosis Jones  
Over the Hedge  
Oz the Great and Powerful  
Penguins of Madagascar  
Peter Pan  
Pirates of the Caribbean: Curse of the Black Pearl  
Pirates of the Caribbean: Dead Man's Chest  
Planes  
Planes: Fire & Rescue  
Poseidon  
Prince of Persia  
Punch Drunk Love  
Ratatouille  
Red Tails  
Riddick  
Rio  
Rise of the Guardians  
Rock Dog (forthcoming)  
Salt  
Shrek Forever After  
Shrek II  
Shrek III  
Signs  
Sinbad: Legend of the Seven Seas  
Space Cowboys  
Star Trek

Star Wars Episode I  
Star Wars Episode II  
Star Wars Episode III  
Super 8  
Tangled  
Terminator Salvation  
Terminator III  
The Emperor's New Groove  
The Great Gatsby  
The Incredibles  
The Island  
The Last Airbender  
The Legend of Hercules  
The Maze Runner  
The Mummy  
The Mummy Returns  
The Nightmare Before Christmas  
The Princess and the Frog  
The Simpsons Movie  
The Spiderwick Chronicles  
The Tale of Despereaux  
The Tigger Movie  
The Twilight Saga: New Moon  
The Two Faces of January  
Total Recall (2012)  
Toy Story  
Toy Story II  
Toy Story III  
Transformers: Dark of the Moon  
Turbo  
Up  
Vampire Academy  
Van Hellsing  
Wall-E  
War of the Worlds  
Where the Wild Things Are  
White House Down  
Winnie the Pooh  
Wish I Was Here  
X-Men: Days of Future Past

# Awards

## **Adobe Design Achievement Awards:**

Finalist - 2005

## **Adobe Design Achievement Awards:**

Semifinalist, Editing and Post Production; Semifinalist, Animation - 2013

## **Adobe Student Design Competition:**

Finalist - 2009

## **Adobe Student Design Competition:**

Semifinalist - 2013

## **Animazing Spotlight Festival:**

Winner Short Entries - 2013

## **Ann Arbor Film Festival:**

Prix DeVarti Funniest Film Award - 2006

## **Annie Awards:**

Best Student Film (nominated) - 2013

## **Arizona International Film Festival:**

Special Recognition Award - 2006

## **Asians on Film Festival:**

Honorable Mention Short Animation - 2013

## **ASIFA San Francisco Spring Festival:**

Audience Choice Award - 2013

## **ASIFA San Francisco Spring Festival:**

Excellence in Humor College Students - 2012

## **ASIFA San Francisco Spring Festival:**

First Place College Students & Excellence in Animation - 2012

## **ASIFA-EAST Animation Festival:**

Best in Show - 2006

## **ASIFA-EAST Animation Festival:**

First Place Independent Films - 2009

## **ASIFA-EAST Animation Festival:**

Second Place Independent Films - 2011

## **ASIFA-EAST Animation Festival:**

Third Place Independent Films - 2006

## **ASIFA-EAST Animation Festival:**

Third Place Independent Films - 2007

## **ASIFA-EAST Animation Festival:**

First Place Student Films - 2013

## **ASIFA-EAST Animation Festival:**

Excellence in Writing - 2013

## **ASU Art Museum Short Film and Video Festival:**

LeBlanc Audience Award Winner - 2009

## **BEFILM The Underground Film Festival:**

3rd Place Animation Category - 2009

## **Berkeley Video & Film Fest:**

Grand Festival Award - 2003

## **BUtiful Film Festival:**

Finalist - 2013

## **Calgary Underground Film Festival:**

Jury Honorable Mention - 2006

## **California International Animation Festival:**

Winner, Audience Favorite (2D Category) - 2013

## **Channel Frederator Awards:**

Best Traditional Film, and Cartoon of the Year - 2008

## **Cinema K: Children's Film Festival:**

Best Animated Film - 2007

## **Cinequest:**

Audience Choice Award - Best Short Film - 2006

## **CreaTV Awards:**

Best Film Under 30 Minutes - 2011

## **CreaTV Awards:**

Best Film Under 30 Minutes - 2012

## **CreaTV Awards:**

Best Film Under 30 Minutes - 2013

## **CreaTV Awards:**

Student Short Film - 2012

## **CreaTV Awards:**

Student Short Film - 2013

## **CreaTV Awards:**

Student College and Vocational - 2014

## **CSU Media Arts Festival:**

Best in Show (tie) - 2012

## **CSU Media Arts Festival:**

Best in Show, Best Animation, 3rd & 4th Place - Animation Category - 2012

## **CSU Media Arts Festival:**

Finalist (Short Screenplay) - 2009

## **CSU Media Arts Festival:**

First Place (Animated Film) - 2010, 2012

## **CSU Media Arts Festival:**

First Place (Animated Film) 1st Place Animation & Best in Show - 2013

## **CSU Media Arts Festival:**

First Place (Television) - 2009

## **CSU Media Arts Festival:**

Second Place (Animated Film) - 2011

## **Film Production Society of SJSU Spring Showcase:**

Second Place Audience -Choice - 2013

## **Great Lakes International Film Festival:**

Best of Animation (nominated) - 2013

## **Hi Mom! Film Fest:**

Silver Award - 2006

## **International Student Film Festival:**

Winner - 2005

## **Jacksonville Film Festival:**

Best Short - 2006

## **KAFI Cartoon Challenge:**

First Place and People's Choice Award - 2009

## **Kansas City Filmmakers Jubilee:**

Best Animation - 2006

## **Maurice Nobel Scholarship Winner -**

2009

## **Michigan Independent Film Fest:**

Best Animated Short - 2003

## **New Haven Underground Film Festival:**

Best Director (SJSU Lecturer David Chai) - 2006

## **Newport International Film Festival:**

Short Film Honorable Mention - 2006

## **Ohio Independent Film Fest:**

Best Comedic Short - 2003

## **Ottawa International Animation Festival:**

Honorable Mention - Short -Animation Made for Children - 2012

## **Radio Alice 3-Minute Film Festival:**

First Place Animation Category - 2005

## **San Diego Asian Film Festival:**

Best Animation - 2011

## **Seattle International Film Festival, Short Film:**

Animation Special Jury Prize - 2006

## **Seattle True Independent Film Festival:**

Best Animated Film - 2013

## **Silver Lake Film Festival:**

Best Short Film - Animated - 2006

## **Slamdance Film Festival Anarchy Online Competition:**

Winner - 2003

## **Society of Illustrators Moving Picture Category:**

Gold Medal - 2013

## **Society of Illustrators Student Animation:**

First Place - 2012, 2013

## **Society of Illustrators Student Animation:**

Second Place - 2012

## **Society of Illustrators Student Scholarship Competition -**

2003, 2004, 2005, 2006, 2007, 2008. 2009, 2010, 2013

## **Society of Illustrators Student Animation:**

Honorable Mention - 2014

## **SoDak Animation Festival:**

Golden Cowbell Award - 2009

## **SoDak Animation Festival:**

Semifinalist - 2013

## **SoDak Animation Festival:**

Finalist - 2013

## **Student Academy Awards:**

Nomination - 2013

## **USA Film Festival:**

First Place Animation - 2011

## **Women's Independent Film Festival:**

Best Animation, Best Directing, Best Visuals - 2013

## **Zankel \$20,000 Scholarship**

New York Society of Illustrators - 2009, 2010

# Festivals & Screenings

1 Reel Film Festival - 2006  
3x3 Student Awards Competition  
Albany Film Fest - 2012  
Anchorage International Film Festival - 2004, 2005, 2006  
AniFest International Festival of Animated Films - 2006, 2007  
Animafest (Crotia) - 2012  
Animated Eden - 2013  
Animated Exeter - 2007  
Animation Block Party - 2007, 2010, 2011, 2012, 2013  
Animazing Spotlight Festival - 2013  
Animpact Max - 2012  
Ann Arbor Film Festival - 2006, 2009  
Annapolis Film Festival - 2006  
Annecy - 2006  
Annecy Plus - 2006  
Annual Atlanta Film Festival - 2006  
APAture - 2013  
APAture Comix & Zines Expo - 2013  
Arizona International Film Festival - 2006  
Asian Heritage Street Celebration - 2013  
Asians on Film Festival - 2013  
ASIFA-EAST Animation Festival - 2006, 2007, 2009, 2011, 2013  
ASIFA Hollywood's Animation Educator's Forum - 2013  
ASIFA-SF Annual Spring Festival - 2012, 2013  
Aspen Shortsfest - 2013  
ASU Art Museum Short Film and Video Festival - 2009, 2011  
Athens International Film & Video Festival - 2010, 2013  
Atlanta Film Festival - 2006, 2012  
Austin Film Festival - 2010, 2011  
BEFILM The Underground Film Festival - 2009, 2013  
Berkeley Video & Film Fest - 2003  
Bermuda International FF Kids Film Festival - 2007  
Best of Circle K Children's Film Festival Seattle - 2007  
Blue Plum Animation Festival - 2012  
Boston Asian American Film Festival - 2013  
Brooklyn International Film Festival - 2004, 2005, 2006  
Burbank International Film Festival - 2011  
BUSTER Copenhagen International Film Festival for Children and Youth - 2006  
BUtiful Film Festival (UK) - 2013  
CAAMFest - 2013  
Cairo International Film Festival for Children - 2007  
Calgary Underground Film Festival - 2006  
California International Animation Festival - 2013  
Canadian Film Centre's Worldwide Short Film Festival - 2006  
Chicago International REEL Shorts Festival - 2006  
Cinema K: Children's Film Festival - 2007

Cineme International Animation Festival - 2003, 2004  
Cinequest - 2006, 2008, 2009, 2010, 2011, 2012, 2013  
Cleveland International Film Festival - 2011, 2013  
Coeur d'Alene Film Festival - 2007  
Comedia Film Festival - 2006  
Connecticut Film Festival - 2006  
Crossroads Film Festival - 2011, 2013  
CSU Media Arts Festival - 2009, 2010, 2011, 2012, 2013  
DC APA Film Festival - 2006, 2009  
DC Shorts Film Festival - 2006, 2009, 2012  
Detroit Film Festival - 2009  
Edmonton International Film Festival - 2006  
Electronic Language International Festival ANIMA+ (Brazil) - 2013  
Eugene Celebration Film Zone - 2013  
Etiuda & Anima International Film Festival - 2005  
Fear No Film Festival - 2006  
Feel Good Film Festival - 2008  
Filmfest Dresden: Films for Children - 2009  
Film Production Society of SJSU Spring Showcase - 2013  
Films of Remembrance - 2014  
Florida Film Festival - 2011  
Gen Art Ignite! San Francisco - 2006  
GIRAF7 - 2011  
Glovebox Animated Festival - 2013  
Golden Kuker à Sofiaà (Bulgaria) - 2011, 2012  
Golden Orchid International Animation Festival - 2013  
Great Lakes International Film Festival - 2013  
Harry M. Warner Festival of Short Films and Video - 2006  
Heart of Gold International Film Festival - 2007, 2009  
Hi Mom! Film Fest - 2006  
Hi/Lo Film Festival - 2006  
HollyShorts, Short Film Festival - 2006  
Human Rights Film Festival - 2013  
Humboldt Film Festival - 2013, 2014  
International Film Festival Manhattan - 2013  
International Student Film Festival - 2005  
Ion Animation, Games and Film Festival - 2005, 2006  
Ivy Film Festival - 2012  
Jacksonville Film Festival - 2006  
Jerusalem International Film Festival - 2011  
Just For Laughs Film Festival - 2009  
Kalamazoo Animation Festival International - 2003, 2005, 2007, 2009  
Kansas City Filmmakers Jubilee - 2006  
Kerry Film Festival (Ireland) - 2013  
KROK International Animated Films Festival - 2011  
Kun.Kortfilm International Short Film Festival - 2007

Lake Placid Film Festival - 2004  
Laugh Out Loud Short Film Fest  
Los Angeles Asian Pacific Film Festival - 2013  
Los Angeles Film Festival - 2006  
Martin Luther King Jr Social Justice Film Festival - 2014  
Maryland Film Festival - 2006, 2011  
Maui Film Festival - 2006, 2013  
Melbourne International Film Festival - 2006  
Michigan Independent Film Fest - 2003  
Mill Valley Film Festival - 2007  
Milwaukee International Film Festival - 2006  
Motor City International Film Festival - 2004  
New Haven Underground Film Festival - 2006  
New York City Short Film Festival - 2005  
New York International Children's Film Festival - 2011  
Newport Beach Film Festival - 2004, 2006, 2009, 2011, 2012  
Newport International Film Festival - 2006  
Non Violence International Film Festival - 2012  
North Fork Film Festival - 2007  
Northwest Animation Festival - 2012, 2013  
Northwest Asian American Film Festival - 2006, 2007  
Northwest Ohio Independent Film Festival - 2013  
Norwich Film Festival - 2013  
Ohio Independent Film Fest - 2003  
Ohlone College Film, Video, and Multimedia Festival  
Okanagan Film Festival - 2007  
Ottawa Animation Festival International - 2012  
Oxford Film Festival - 2011  
Palm Springs International Festival of Short Films - 2003, 2004  
Philadelphia Film Festival - 2006  
Planet Ant Film Festival - 2003  
Port City Animation Festival - 2004, 2005  
Portland International Short Short Film Festival - 2003, 2005, 2006  
Portland Oregon Women's Film Festival - 2013  
Radio Alice 3-Minute Film Festival - 2005  
Rec 06, festval de cinema de tarragona - 2006  
Red Stick International Animation Festival - 2012  
Reel 2 Real International Film Festival for Youth - 2013  
Rehoboth Beach Independent Film Festival - 2006  
River Run International Film Festival - 2007  
Rooftop Films Summer Series - 2011  
Sacramento Film Festival - 2011, 2013  
Salt Lake City Film Festival - 2011  
San Diego Asian Film Festival - 2003, 2006, 2007, 2009, 2010, 2011, 2012, 2013, 2014  
San Francisco Independent Film Festival - 2006  
San Francisco Underground Short Film Festival - 2011, 2011

San Jose Short Film Festival - 2010, 2011, 2012, 2014  
Santiago de Compostela International Short Film Festival - 2006  
Scottsdale International Film Festival - 2006  
Seattle International Film Festival - 2006  
Seattle True Independent Film Festival - 2013  
Seoul International Cartoon & Animation Festival - 2006, 2007  
SF Shorts - 2012  
Silver Lake Film Festival - 2006, 2007  
Silver Screen Through the API Lens - 2013  
Slamdance - 2004  
Social Justice Film Festival - 2013  
SoDak Animation Festival - 2009, 2010, 2012, 2013  
South Beach International Animation Festival - 2009  
Southside Film Festival - 2006, 2010, 2011, 2012  
Spike and Mike's Festival of Animation  
Spokane International Film Festival - 2012  
Sprockets Toronto International Film Festival for Children - 2007  
St. Louis International Film Festival - 2006, 2009, 2011  
Sundance Film Festival - 2006  
Taiwan International Animation Festival - 2006  
TARFEST Film Festival - 2006  
Tehran International Animation Festival - 2005  
Tel Aviv Animation Festival - 2010  
Toronto Reel Asian Film Festival - 2005  
UC Davis Asian American Association Film Festival - 2007  
USA Film Festival - 2010, 2011, 2012  
USF's Human Rights Film Festival - 2013  
Vancouver Asian Film Festival - 2013  
Victoria Independent Film & Video Festival - 2006  
WAMMFest - 2013  
Wiesbaden International Weekend of Animation - 2011  
Williamstown Film Festival - 2006  
Women's Independent Film Festival - 2013  
Woodstock Film Festival - 2006, 2011  
World of Comedy Film Festival - 2004, 2006  
Yale Asian American Film Festival - 2013

We can't keep track of all of the great accomplishments of our talented alumni and apologize to everyone we may have missed or misrepresented, and also to the many studios we weren't able to include. We would love to hear what you've been doing. Please send all updates and photos to [David.Chai@sjsu.edu](mailto:David.Chai@sjsu.edu)

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