

R. Lance Myers

MAJOR ACCOMPLISHMENTS:

Over the course of my twenty-three year career as a professional animator I have shipped over twenty successful video game titles and worked on five major motion pictures:

Feature Films

Prince of Egypt, Quest for Camelot, Anastasia, Space Jam, A Scanner Darkly

Shipped Video Game Titles

Call of Champions (PC, mobile), Arcane Legends (PC, mobile), Star Wars: The Old Republic (PC), Another Night at the Museum (DS), G.I. Joe (PSP), The Incredible Hulk (DS), The Legend of Despereaux (DS), WWE SmackDown vs. RAW (DS), The Legend of Spyro 3: Eternal Night (DS), The Legend of Spyro 2: A New Beginning (DS), Vexx (Xbox, PS2), Turok: Evolution (Xbox, PS2), Legends of Wrestling (Xbox, PS2), Rugrats: All Growned Up (PC), Barbie's Pet Rescue (PC), Mickey Saves the Day (PC), Pixar's Monsters' Wreck Room (PC), Ellie's Enchanted Garden (PC), Girl Talk (PC)

My fine art painting is represented by Wally Workman Gallery in Austin and On Center Gallery in Provincetown.

From 2006 - 2008 I wrote, directed, and animated an original animated series for Turner Broadcasting's comedy web channel, SuperDeluxe.com. Episodes of this series also appeared on Adult Swim.

I have written, directed, and animated twelve short animated films which have shown on PBS, HBO, MTV, Adult Swim, and Canada's Movieola, as well as on screens at the Director's Guild Theatre in Los Angeles and the Houston Museum of Fine Art.

WORK EXPERIENCE:

November 2018 to Present
Stoic Studios - Lead Animator

June 2012 to July 2018
Spacetime Studios - Senior/Lead Animator

August 2009 to 2012
Bioware - Senior Animator/Storyboard Artist

November 2005 to June 2009
Fizz Factor (A Foundation 9 Studio) - Art Director

October 2004 to October 2005
Detour Films - Lead Animator

October 2001 to September 2004
Acclaim - Art Lead

February 1998 to October 2001
Human Code - Art Lead

March 1996 to November 1998
Heart of Texas Productions - Animator

GRANTS AND AWARDS:

2019 Best Animated Short at Hyde Park Animation Festival

2019 Best Animated Short at The Romanian International Film Festival

2010 First Place at SXSW Screenburn casual game design competition
2004 Special Jury Award at the SXSW Film Festival
2001 Winner of the “Tradigital” animation award at the Vancouver Effect and Animation Festival
2001 Finalist in the USA Film Festival in Dallas
Two-time recipient of the Texas Filmmaker’s Production Fund grant

GALLERY SHOWS

2023 Solo Show, *How to be Meaningless in an Okay World*, Ro2 Gallery, Dallas, TX
2019 Group Exhibition, *Looks Good On Paper*, Flight Gallery, San Antonio, TX
2005 Group Exhibition, Mojo's Pop-Up Gallery, SXSW, Austin, TX
1999 Group Exhibition, West Gallery, University of Texas, Austin, TX
1998 Group Exhibition, Blue Star Gallery, San Antonio, TX
1998 Group Exhibition, Wong's Art Bar, San Antonio, TX

EDUCATION:

University of Texas, BFA – Studio Art GPA: 3.9