

# 3D Character Animator

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## EXPERIENCE

### Paper Triangles

Fulltime: July 2024 - Current

Freelance: June 2021 - June 2024

3D Animator

Worked on various filters for social media apps as an Animator.

### Moonbug

June 2022 - July 2022

3D Animator

Responsible for one episode which included laying out the scene, animating the camera, blocking and polishing.

### WET Design

February 2022 - March 2022

3D Animator

Animated creatures for water feature shows.

### Rouge Mocap

July 12, 2021 - July 23, 2021

Junior Animator

Worked with Maya and Motionbuilder. Cleaned and polished animations.

### Jim Hensons Creature Shop

April 1, 2021 - April 26, 2021

3D Animator

Cleaned up animations from motion capture.

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## EDUCATION

### AnimSchool

April 2023 - Current

3D Character Animation Track

### GNOMON School of Visual Effects, Games & Animation

April 2017 - March 2020

Entertainment Design and Digital Production with an emphasis in Character/Creature Animation

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## SKILLS

 Maya/MotionBuilder