



PARIS SMITH

3D ANIMATOR

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Goals:	To create unforgettable and effective creative works that communicate across various cultures while working with a team of creative professionals.		
Skills:	<ul style="list-style-type: none">*Exceptional experience working in various creative pipelines, including film, video games, virtual and augmented reality, and creative development*Skilled in 3D animation, rigging, sculpting and modeling*Strong background in traditional 2D art*Thorough knowledge of the animation principles*Excellent verbal and communication skills*Fluent in Japanese		
Software:	Autodesk Maya, Blender, Unity Engine, Unreal Engine, Zbrush, Motion Builder, Adobe Creative Suite including Photoshop, After Effects, Premiere Pro, Audition, and Illustrator.		
Education:	Bachelor of Fine Arts, Degree in Animation <i>Savannah College of Art and Design</i>	GPA: 3.95	
Work Experience:	Contract/Independent Animator and Generalist <i>3D Animator on Several Independent Projects</i>	2024 – Present <ul style="list-style-type: none">*Created character and environment animations for yet unannounced project.*Assisted with 3D rigging process for several characters	
	Jam City - Senior 3D Animator <i>3D Character Animator for Disney's Frozen Adventures, Cookie Jam Game Series</i>	2019 – 2024 <ul style="list-style-type: none">*Created character animations and artistic support across multiple games.*Responsible for implementation of animation into Unity-based game.*Oversaw and provided feedback for rigging artists, and assisted game artists with support for all animation needs.	
	Halon: 3D Previs Artist <i>3D Animator and Artist for Free Guy 2020 Film</i>	2019 <ul style="list-style-type: none">*Created animated previs for a live-action film.*Responsible for implementing animated content into Unreal engine.	
	Sky Castle Studios: 3D Character Artist/Animator <i>3D Animator and Pose Artist for Hero Forge Custom 3D Miniatures</i>	2019 <ul style="list-style-type: none">*Created dynamic poses and prepared 3D models for the production of 3D minatures.*Assisted with technical support in 3D modeling and rigging process.	
	IFG Cure: Lead Animator and Rigger <i>Lead Animator for Unannounced VR Project</i>	2018 <ul style="list-style-type: none">*Lead animator for an unannounced virtual reality project.*Responsible for rigging a complex character model.*Responsible for animating shots as well as exporting to Unreal game engine.	
Accomplishments/ Awards:	Japanese Language Proficiency Test: Japanese Fluency <ul style="list-style-type: none">*Studied Japanese independently for over a decade before successfully passing the international test for Japanese proficiency as of 2016.		
Reel/References:	Reel/Site: www.parismith.com References: Available upon request.		