

PS:

PARIS SMITH

3D ANIMATOR

parismith.com

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314-660-0436

Goals:

To create unforgettable and effective creative works that communicate across various cultures while working with a team of creative professionals.

Skills:

- *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***Savannah College of Art and Design*

GPA: 3.95

Work Experience:**Contract/Independent Animator and Generalist**

2024 – Present

3D Animator on Several Independent Projects

- *Created character and environment animations for yet unannounced project.
- *Assisted with 3D rigging process for several characters

Jam City - Senior 3D Animator

2019 – 2024

3D Character Animator for Disney's Frozen Adventures, Cookie Jam Game Series

- *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

2019

3D Animator and Artist for Free Guy 2020 Film

- *Created animated previs for a live-action film.
- *Responsible for implementing animated content into Unreal engine.

Sky Castle Studios: 3D Character Artist/Animator

2019

3D Animator and Pose Artist for Hero Forge Custom 3D Miniatures

- *Created dynamic poses and prepared 3D models for the production of 3D miniatures.
- *Assisted with technical support in 3D modeling and rigging process.

IFG Cure: Lead Animator and Rigger

2018

Lead Animator for Unannounced VR Project

- *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/**Japanese Language Proficiency Test: Japanese Fluency****Awards:**

*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.**