



# PARIS SMITH

## 3D ANIMATOR

parismith.com  
psmithanimations@gmail.com  
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  
Courses of study included: 3D animation, 2D animation, Advanced Character Animation, 3D Environment Modeling, 3D Character Modeling, 3D Character Rigging, Advanced Figure Drawing, Color Theory, History of the Arts, English Composition, and Screen Design.

**Work Experience:** **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/Awards:** **Japanese Language Proficiency Test: Japanese Fluency**  
\*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](http://www.parismith.com)  
**References:** Available upon request.