



Character Animator / Digital Artist

[pb3animation@gmail.com](mailto:pb3animation@gmail.com)

[www.pb3animation.com](http://www.pb3animation.com)

(931) 505-3831

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**Summary**

I am a 3D character animator with professional experience working for multiple companies and clients on staff, on call, and on a freelance basis with success in animating characters, props, and effects for film, video, and interactive software. I want to stay active in the industry and I am willing to relocate if needed. I also have skill in character rigging, character and prop modeling and retopology, surfacing, 2D animation, and story-board art.

**Education**

Savannah College of Art and Design Atlanta, GA 1/13 – Present.  
Candidate for Master of Fine Art: Animation.

Savannah College of Art and Design Atlanta, GA 9/98 – 6/02.  
Bachelor of Fine Art: Computer Animation.

**Experience**

*Character Animator / Digital Artist*- Fisher Price (Pro Unlimited), E. Aurora, NY, 4/17 – Present.

*Freelance Animator* - Self Employed. Columbia, TN, 1/14 – 4/17.

*Technical Director / Character Animator* – SCAD Collaborative Project, Online, 3/16 – 5/16.

*Animator* - Spray N' Pray Studios. Atlanta, GA 7/14 – 2/15.

*3D Animator / Multimedia Artist* – Intelligent Decision Systems, Inc., Pensacola, FL 3/08 – 4/12.

*Freelance Animator* - Self Employed. Atlanta, GA, 2/07 – 3/08.

**Skills**

3D Character Animation

2D Character Animation

3D Character Rigging

3D Modeling and UV Mapping

Animatic Production

Storyboard Art

Motion Graphics

Graphic Art

**Software**

Maya

V Ray

Adobe Creative Suite

Z Brush

Mudbox

3D Studio Max

Unity

Cinema 4D

Motionbuilder

GIMP

**Projects and Awards**

[The Munchies \(2016\)](#): An animated short film created in the SCAD ANIM 737 OL Collaborative Project in the summer quarter of 2016 directed by Jon Farrell. Winner of the C16 (Animation/Graphics/Special Effects) category for the *Nation Academy of Television Arts and Sciences Southeast Student Production Awards, 2017*. I was the film's Technical Director, Character Rigger, and a Character Animator.

<https://www.youtube.com/watch?v=lfad2U8fLJs&feature=youtu.be>

[RAVEN -Episode 01: Immolation \(2015\)](#): A ScFi RPG developed in Unity 3D for the XBOX One, XBOX 360, and PC by Spray N' Pray Studios in 2014. I created various character animations for the game.

<https://www.facebook.com/spraynpraystudios>

**References**

Available upon request.

**Portfolio**

<http://www.pb3animation.com>