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Alex Carter

Computer Animator

A dynamic computer animator with over 10 years of experience in VFX and 3D animation for films and commercials. Expertise in using advanced software like Maya and Blender to create high-quality animations and visual storytelling.

CONTACT

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KEY SKILLS

- 3D modeling and animation
- Blender and Maya expertise
- VFX
- Post-production integration
- Tool development

PROFESSIONAL EXPERIENCE

COMPUTER ANIMATOR | NORTHERN LIGHT PRODUCTIONS, SEATTLE, WA
JANUARY 2018 – PRESENT

- Created 3D animations for national commercial campaigns, contributing to a 15% increase in brand engagement
- Design VFX for indie films, resulting in multiple festival awards for outstanding animation and design
- Developed custom tools in Blender to streamline complex animation processes, improving production efficiency by 18%

JUNIOR ANIMATOR | SKYLINE MEDIA, PORTLAND, OR
JUNE 2013 – DECEMBER 2017

- Produced animations for documentaries and educational videos, receiving client praise for innovative designs
- Assisted in the integration of animations into post-production workflows, ensuring seamless transitions between VFX and live-action footage
- Conducted quality assurance reviews for animations, maintaining a 98% on-time delivery rate

EDUCATION

Bachelor of Arts (B.A.) Computer Animation
University of Washington, Seattle, WA | May 2013

CERTIFICATIONS

Blender Certification, May 2016