

Amari Harkness

Character Modeler and Animator - Freelance work

Powder Springs, GA - Email me on Indeed: [indeed.com/r/Amari-Harkness/baac6b8598888076](https://www.indeed.com/r/Amari-Harkness/baac6b8598888076)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Character Modeler and Animator

Freelance work - August 2015 to Present

Opening of Nineveh: Believing is Seeing Pitch by Rufus Morris Jr.

Freelance work as character modeler, rigger, and animator creating a short opening from concept to final rendered animation.

Director

Amari Harkness - February 2014 to Present

A Senior film employing skills for following a 3D production pipeline to develop the story concept, produce film assets, animation, and collaborative teamwork. Worked in Maya, Photoshop, and After Effects.

Character Modeler

Prosenjit Bagchi - December 2015 to March 2016

Created two fully modeled characters in Maya.

Character Animator

Dennis McCoy - March 2016

First rough pass Bipedal character animation in Maya.

Character Modeler

Kimberly Macneil - April 2015

Created base model of main character in Maya.

EDUCATION

Bachelors of Fine Arts in Animation

Savannah College of Art and Design - Atlanta, GA

June 2016

General Studies

Georgia Highlands College - Marietta, GA

2011

SKILLS

ANIMATION (3 years), AUTODESK MAYA (4 years), PHOTOSHOP (5 years), AFTER EFFECTS (2 years), Toonboom Harmony (2 years), Toonboom Animate 2 (3 years)

LINKS

<http://amariharkness.wix.com/vistalgian-animation>

ADDITIONAL INFORMATION

Skills

Sketching and Rendering Adobe Illustrator CS6 Toonboom Harmony

Traditional Animation Adobe Premier CS6 Toonboom Animate 2

Digital Animation Autodesk Maya Adobe Photoshop CS6 and CC

3D Animation Autodesk Mudbox Adobe After Effects CC Krita