

# Nicholas St. Clair

in 

## Lead Animator

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- 📄 [Resume PDF](#)

## Summary

As a seasoned lead animator with over a decade of expertise in keyframe animation, motion capture, performance capture, and previsualization, I possess a proven track record of successfully leading small to medium-sized teams of animators across all skill levels. Based in Vancouver, I am enthusiastic about leveraging my skills and experience to enhance animation quality and foster collaboration within a production.

## Technical Skills

- Keyframe Animation
- Performance / Motion Capture Editing
- Previsualization + Post Visualization
- Software: Autodesk Maya, Ragdoll Dynamics
- Operating Systems: Linux, MacOS, Windows

## Work Experience

### Sony Pictures Imageworks

*Lead Animator · Vancouver, B.C. · Jan 2015 - Present*

- Lead Animator on Ghostbusters: Frozen Empire
- Lead Animator on The Marvels
- Lead Animator on Ant-Man and the Wasp: Quantumania
- Lead Animator on Spider-Man: No Way Home
- Lead Animator on The Falcon and the Winter Soldier
- Senior Animator on Mulan
- Senior Animator on Jumanji: The Next Level
- Lead Animator on Spider-Man: Far From Home
- Senior Animator on Spider-Man: Into the Spider-Verse
- Lead Animator on Love, Death & Robots: Ep.13: "Lucky 13"
- Senior Animator on The Meg
- Lead Animator on Spider-Man: Homecoming
- Senior Animator on Kingsman: The Golden Circle
- Senior Animator on Suicide Squad
- Animator on Alice Through The Looking Glass
- Animator on Pixels

### Method Studios

*Staff Animator · Santa Monica, CA · Jul 2013 to Dec 2014*

- Animator on Hercules
- Animator on Ant-Man Feature Test
- Animator on Jupiter Ascending
- Animator on Divergent
- Animator on Thor: The Dark World
- Animator on Game of War: Fire Age
- Animator on Fox Sports: You Would Need
- Animator on Undisclosed Project
- Animator on Undisclosed Project
- Animator on AT&T "Sing"
- Animator on Microsoft Phones - Penn Station

### Duncan Studio

*Animator (Remote) · Pasadena, CA · Apr 2013 to Jun 2013*

- Animator on The Nut Job

### Rhythm & Hues

*Animator · El Segundo, CA · Oct 2012 to Mar 2013*

- Animator on Percy Jackson: Sea of Monsters
- Animator on R.I.P.D.

Luma Pictures

Animator · Santa Monica, CA · Sep 2012 to Oct 2012

- Animator on Oz The Great and Powerful

Rhythm & Hues

Animator · El Segundo, CA · Feb 2011 to Aug 2012

- Animator on R.I.P.D.
- Animator on Snow White & The Huntsman
- Animator on Alvin and the Chipmunks: Chip-Wrecked
- Animator on Mr. Popper's Penguins
- Animator on DmC: Devil May Cry
- Animator on Kinect Star Wars

Red Eye Studio

Animation Intern · Hoffman Estates, IL · Jun 2010 to Sep 2010

- Created key frame animation on a promotional website cinematic for Guilty Party (Wii)

Education

Southern New Hampshire University

Major: Graphic Design & Media Arts - *Bachelor of Arts* - 2016 to 2017

AnimSquad.com

Expert Acting with Jeffrey Engel - 2014

iAnimate.net

Graduate of Feature Animation - *Certificate* - 2012 to 2014

AnimationMentor.com

Advanced Animal & Creatures Animation Course - 2013

AnimationMentor.com

Advanced Studies in Character Animation - *Certificate* - 2009 to 2011

Articles & Awards

- **Applause Award 2023** - Awarded for outstanding performance and lasting contribution to the The Marvels production.
- **Applause Award 2021** - Awarded for outstanding performance and lasting contribution to the Spider-Man: No Way Home production.
- **Applause Award 2020** - Awarded for outstanding performance and lasting contribution to the Falcon and the Winter Soldier production.
- **Applause Award 2019** - Awarded for outstanding performance and lasting contribution to the Spider-Man: Far From Home production.
- **Applause Award 2018** - Awarded for outstanding performance and lasting contribution to the Love, Death & Robots - Episode 13: Lucky 13 production.
- **Applause Award 2017** - Awarded for outstanding performance and lasting contribution to the Kingsman: The Golden Circle production.
- **Applause Award 2016** - Awarded for outstanding performance and lasting contribution to the Suicide Squad production.
- **2016 SNHU Student Art Exhibition - 1st Place** - 3D Modeling & Animation
- **May 2014: AnimationMentor Blog** - Your shot lit, rendered and ready to rock

Work Eligibility

- United States Citizenship
- Canadian Permanent Residency