James Carter

Computer Graphics Animator

james.carter@email.com

Professional Summary

Computer Graphics Animator with 6 years of experience in 3D modeling, texturing, and animation for gaming and film production. Proficient in creating lifelike animations and managing asset pipelines.

Skills

3D Modeling, 3D Animation, Blender, Autodesk Maya, ZBrush, Motion Capture, Character Animation, Texturing & Lighting, Rigging, Unity/Unreal Engine, Rendering

Experience

Lead Animator - GameFlow Studios (2020 - Present)

- Led a team of animators to develop realistic 3D character animations for a AAA game.

- Collaborated with designers to create immersive environments and engaging in-game cutscenes.

- Managed animation pipelines and ensured timely delivery of assets for production.

3D Animator - Visionary Films (2017 - 2020)

- Developed 3D character animations for animated feature films and TV series.

- Worked on rigging and texturing to create fluid character movements.

Education

B.F.A. in Computer Animation, Savannah College of Art and Design, 2017