

Ella Stevens

Senior Computer Graphics Animator

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Professional Summary

Senior Computer Graphics Animator with over 10 years of experience in leading animation teams, developing cutting-edge 3D models and animations, and managing production pipelines for major film and game studios.

Skills

3D Modeling & Animation, Maya/Blender/ZBrush, Rigging & Weight Painting, Character Design, Cinematic Animation, Motion Capture, VFX Integration, Unity/Unreal Engine, Pipeline Management, Lighting & Texturing, Collaboration with Directors & Designers

Experience

Lead Animator - PixelForge Studios (2018 - Present)

- Directed a team of animators and modelers to produce high-quality 3D animations for AAA games and films.
- Led animation workshops and mentored junior animators.
- Developed and maintained animation pipelines, ensuring smooth production workflows.

Senior 3D Animator - SilverScreen Productions (2012 - 2018)

- Worked on animated feature films, focusing on character animation and cinematic storytelling.
- Collaborated with technical artists to optimize asset delivery and performance.

Education

MFA in Animation, University of California, Los Angeles, 2012