

Taylor Hodgson-Scott
3D Animator

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Objective:

To create high quality animations with a focus on the audience experience and contributing collaboratively in a creative environment.

Skills:

3D Animation	Constructive Criticism
Adobe Photoshop	Worked in Animation Pipelines
Autodesk Maya	Adobe Premiere
After Effects	Editing and Post Effects
Character Rigging	

Education:

Cogswell Polytechnical College, Sunnyvale, CA
Bachelors of Art (B.A.) 2013

Working Experience:

- 06/2017 – 10/2017 **Framestore:** Freelance Technical Animator
Created and Maintained rigs and animations to be used in an interactive VR experience. During this time I created personalities and special moments for alien creatures with two to four legs for an extraterrestrial environment.
- 02/2017 – 05/2017 **Framestore:** Freelance Animator
Responsible for creating finished animation to be shown on TV and an amusement park. Packaged animation assets for delivery to another Framestore branch.
- 10/2014 – 05/2016 **Mindlance:** Lead QA Artist
Collaborate and Lead a team of 3D artists on proprietary software to assure the fidelity of cities in partnership with Apple working on Maps.
- 04/2015 – 09/2015 **Redacted Studios:** Freelance Animator
Create quality dynamic combat animations for Afro Samurai 2, and work with the engineering team members to ensure that the output in the game engine meets a high standard of animation and engagement in the player.

References:

Alexander Tyemirov	CG Lead during work on VR Project at Framestore atyemirov@framestore.com
Kevin Rooney	Animator colleague during work on VR Project krooney@framestore.com

Vimeo Portfolio:

<https://vimeo.com/192092942>