

HUGH HELFERTY ANIMATOR/FINALIST

KEY COMPETENCIES

- Maya, Mudbox, Zbrush & V-ray
- After Effects & Nuke
- Rigging, Modelling & Animating
- N-dynamics Specialist
- Character effects simulation

PROFESSIONAL EXPERIENCE

Animation Generalist/Finalist | Toonbox Entertainment

September 2016–Present

- Character finalling and fur sim for feature film *Nut Job 2*
- Trouble-shooting render issues
- Researching alternative fur techniques and geometry instancers

Animation Generalist/Finalist | Arc Productions

August 2015–September 2016

- Character effects for *Trollhunter*, *Dragons: Race to the Edge*, *Barbie: Star Light Adventure* and other properties as needed
- Reducing production costs by completing tasks on or before schedule
- Coordinating work with team, picking up extra shots to streamline workflow

3D Artist | Rocket Science VFX

June–August 2015

- Animated background characters for *Hell on Wheels*
- Pre-vis and Layout for *The Expanse*
- Seamlessly integrated into production mid-stream

2D Animation/Illustration Intern | InteraXon

2010

- Created art assets for brain signal meditation game *Muse*
- Self-directed, met deadlines while working from home

EDUCATION

Sheridan College Institute of Technology & Advanced Learning

Ontario College Certificate: Digital Character Animation (2015)

Ontario College Certificate: Computer Animation (2014)

Bachelor of Applied Arts, Illustration (2011)

Ontario College Certificate, Art Fundamentals (2007)

CONTACT

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