

# HUGH HELFERTY LEAD FINALIST

## KEY COMPETENCIES

- Problem Solving and Pipeline Management
- Rigging, Modelling & Animating
- Maya, Mudbox, Zbrush & V-ray
- N-dynamics Specialist
- Character Effects Simulation
- After Effects & Nuke

## PROFESSIONAL EXPERIENCE

### Animation Generalist/Finalist/Lead Finalist | Guru Studio May 2018–March 2021

- Character finaling and animation for *Abby Hatcher Season 1 & 2*, *Abby/Paw Shorts*, *Paw Patrol Season 6*
- Communicating key information with other department heads and conveying to team
- Collaborating closely with my team during main production to meet deadlines
- Delivering episodes as both a sole finalist and lead finalist

### Animation Generalist/Finalist | Toonbox Entertainment September 2016–May 2018

- Character finaling and fur sim for feature film *Nut Job 2*
- Trouble-shooting complex 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

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

## 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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