

NICK FESS

CHARACTER ANIMATOR

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nickfess.com

Skills:

- Quadruped Animation
- Character Rigging
- Technical Animation
- Storyboarding
- Concept Development
- Life Drawing
- 2D/3D Design

Software:

- Maya
- Shotgun
- Z brush
- Illustrator
- After Effects
- Manga Studio
- ToonBoom
- Photoshop
- Premiere
- InDesign



Employment:

Primal Screen / August 2017 - January 2018

- Animated 5-6 seconds of quality animation a week.
- Worked within a team of 15 people on different aspects of the pipeline including rigging and lighting.
- Implemented feedback from clients and supervisors.

i.D. Tech / June 2017 - July 2017

- Instructed classes of 8 students in Maya and 3D printing.
- Gave and received daily updates to and from the camp director on student activities.
- Kept a positive attitude between students and fellow instructors in order to maintain a fun camp environment.

Education:

Savannah College of Art and Design / June 2017

Bachelor Fine Arts Animation / Magna Cum Laude

- Courses of study include: Art and Animation History, Media Literacy Theory, Arthurian Literature.

Experience:

Co-op / May 2016 - May 2017

- Developed story, characters, and environments.
- Modeled, rigged, and animated characters.
- Set project schedule, collaborated with colleagues, as well as gave and received feedback to improve the quality of work.

Safety Tips with Fezzy / March 2016 - May 2016

- Hand picked to develop, create, and deliver a short animated film with a crew of 20 people.
- Created fluid character animation with believable motion and weight.
- Collaborated with client and colleagues to meet pre-established deadlines.

Father / March 2016 - April 2016

- Created believable character animation utilizing knowledge of the principles of animation.
- Collaborated with Director to meet deadlines in a organized and professional manner.