

# Todd Harry Character Animator

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## Skill Summary

### Animation

Proficient in character, item, and weapon animation for animation ranging from hyper-stylized to realism.

Knowledgeable on animation and rigging pipelines including asset implementation for multiple engines (eg. Unreal, Unity, proprietary).

### Production/Leadership

Has Taken lead roles on multiple projects. Animation adjacent; Has been an instructor and leader in dance community for 15 years.

## Professional Experience

**Studio Wildcard | Redmond, WA/Remote | 2018-Present**

Senior Animator

- Authored realistic & responsive AAA animations for historic and mythological playable creatures and human characters.
- Organized and participated in critique sessions and tool pipeline walkthroughs with animators and technical artists.
- Collaborated with Designers and Engineers to ensure look and feel of characters once in engine.

**FishyTale Digital, Inc | Bellevue, WA | 2016-2017**

Lead Animator

- Created stylized cinematic animations for read-along storybook for apple devices.
- Worked with other discipline leads and outsourcing to provide feedback for animation related models and rigs.
- Helped producers by communicating with other animators to provide estimates for work, while maintaining quality during short sprints.

**Unity Technologies | Redmond, WA | 2015-2016**

Senior Animator

- Delivered animations for a stylized realism VR experience using the HTC Vive.
- Communicated with production and character art team to set expectations for deadlines and ensure as few bottlenecks as possible between teams.
- Innovated with design to develop satisfying player movement within a virtual space to create an enjoyable experience for newcomers to VR.

**Microsoft (via Aquent) | Redmond, WA | 2015, 2013-2014**

Character Animator

- Hand keyed stylized character animation for playable & non-playable biped and creatures
- Worked with design team to create combat animations and attack combos that looked and felt good on both playable and non-playable versions of each character.

## **Microsoft (cont.)**

- Brought characters from start to finish in the animation pipeline, including rigging, prototyping, animating, implementing into engine, and tuning.

## **Smashing Ideas | Seattle, WA | 2014-2015**

### Technical Artist/Rigger/Animator

- Worked with project lead and lead engineer to establish project goals and deliverables on a short timeline.
- Created, supported, and documented custom rig for squash and stretch style character.
- Communicated with animation, modeling, and engineering teams to ensure the pipeline between departments was as seamless as possible.

## **Amaze Ent/Griptonite Games/Glu Mobile | Kirkland, WA | 2007-2012**

### Animator/Rigger

- Created rigs & animations spanning from realistic to hyper-stylized characters for projects on all platforms of the time, with production schedules ranging from 2 months to 2 years.
- Collaborated with teams of different disciplines to create quality licensed content that conformed to brand standards including Warner Brothers, Marvel Studios, Dreamworks & Ubisoft
- Participated in development of games and characters from the planning & prototype phase to launch.

## **Software Knowledge**

Autodesk Maya, Unity, Unreal Engine, Motion Builder, Perforce, Visual Studio, Softimage XSI, Adobe Photoshop, Clip Studio Paint, Adobe Audition, Houdini

## **Shipped Titles (platform)**

Ark 2, Ark: Live Content (PC & Console) Ark: Genesis Part 1 (PC & Console), Ark: Genesis Part 2 (PC & Console), Ark: Extinction (PC & Console), Atlas (PC & Console), Lyle Little Books 1 & 2 (IOS), Project Spark (PC, XB one), Samurai VS Zombies 2 (IOS, Android), Enchant U (IOS, Android), Samurai VS Zombies (IOS, Android), Lil Kingdom (IOS, Android), Penguins of Madagascar: Dr Blowhole Returns Again (Nintendo DS), Kung Fu Panda 2 (NDS), Captain America: Super Soldier (NDS), Spiderman Shattered Dimensions (NDS), Assassins Creed II Discovery (NDS, IOS), X-men Origins: Wolverine (Wii), Where the Wild Things Are (XB 360, PS3, Wii, PS2)

## **Education**

Bachelor of Art | Digital Arts & Animation | Henry Cogswell College Everett, WA | 2006

Acting and Improv | University of WA Experimental College | 2013

Motion Capture | iAnimate.net | 2017