

Todd Harry

Character Animator ♦ www.toddharry.com ♦ todd2harry@gmail.com

Objective

To combine more than 10 years of experience in animation and my love of video games to create great user experiences in a collaborative environment.

Work History

Studio Wildcard | Redmond, WA | 2018-Present

Senior Animator

- ♦ Human and creature animation
- ♦ Cinematic animation
- ♦ First person camera animation
- ♦ Rig tuning and feedback

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

Senior Animator

- ♦ Character animation for mobile platforms
- ♦ Animation task scheduling
- ♦ Outsource management
- ♦ Project prototyping
- ♦ Cinematic animation

Unity Technologies | Redmond, WA | 2015-2016

Senior Animator

- ♦ Realistic NPC animation for VR
- ♦ Collaborated with design to deliver unique VR Experience
- ♦ Collaborated with developers to establish & troubleshoot implementation pipeline
- ♦ Contributed to animation feedback & critique sessions
- ♦ Cinematic animation

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

Animator

- ♦ Human & creature Animation
- ♦ Playable and non-playable character Animation
- ♦ Locomotion & combat animation
- ♦ Implemented new characters into engine
- ♦ Cinematic animation
- ♦ Rigging & skin weights
- ♦ Collaborated with other disciplines to fulfill design vision & create promotional material
- ♦ Character prototyping

Smashing Ideas | Seattle, WA | 2014-2015

Technical Artist/Rigger/Animator

- ◆ Character & prop animation
- ◆ Project prototyping
- ◆ Character & model implementation
- ◆ Pipeline documentation
- ◆ Rigging & Skin weighting
- ◆ Outsource management

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

Animator/Rigger

- ◆ Human, creature & prop animation ranging from realistic to stylized
- ◆ Playable and non-playable animation
- ◆ Combat & locomotion animation
- ◆ Cinematic animation
- ◆ Rigging & skin weighting for many character types
- ◆ Animation task scheduling
- ◆ Defined look & feel of animation
- ◆ Character & model implementation
- ◆ Outsource management
- ◆ Collaborated with other animators and participated in feedback sessions
- ◆ Adapted to short project deadlines
- ◆ Worked with clients and publishers to deliver licensed titles
- ◆ Project prototyping

Software Knowledge

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

Shipped Titles

Project Spark (Windows 81, XBone), Where the Wild Things Are (360, PS3, Wii, PS2), X-men Origins: Wolverine (Wii), Assassins Creed II Discovery (DS, IOS), Spiderman Shattered Dimensions (DS), Captain America: Super Soldier (DS), Kung Fu Panda 2 (DS), Penguins of Madagascar Dr Blowhole Returns Again (DS), Lil Kingdom (IOS, Android), Samurai VS Zombies (IOS, Android), Samurai VS Zombies 2 (IOS, Android), Enchant U (IOS, Android) Lyle Little Books 1 & 2 (IOS)

Education

Henry Cogswell College Everett, WA
BA in Digital Arts & Animation

University of WA experimental college
Classes in Acting and Improv

iAnimate.net
Classes in Motion Capture