

Wes Smith, Animator, Storyboard Artist

New York City, United States, 267.307.2710, Artback44@gmail.com

LINKS

www.westoonz.com

PROFILE

Dedicated Visual Artist with a background in a variety of artistic mediums, experienced in 2D and 3D animation, Illustration, Retopology, Texture Painting, Story-Boarding.

- ***Toon Boom Harmony & Storybook Pro, Adobe Suite, Maya, TV Paint, Clip Studio Paint, ZBrush, Nuke.***

EMPLOYMENT HISTORY

Jan 2023 — Mar 2023

Internship Animation, Plymptoons

New York City

Compositor at Bill Plympton's studio in the upcoming feature animation film, "SLIDE". an

- Responsible for cleaning up characters and background images using Adobe After effects. Delivered all project on time, meeting all deadlines without any changes or errors. Handled work load while enrolled as a full time graduate school.

Dec 2020 — Jun 2021

Animator, Cosmic Boy and Toast Show

Virtual

Created all aspect of character designs for show introduction scenes.

- Made storyboard conceptual ideas come alive by diligently following up with all stakeholders on any changes, This insured concepts were always on target, pipeline timetables were met, resulting in no budget overruns. ***Project ended on track and achieved 100% of it's on time commitments.***

Jun 2018 — Jan 2019

Lead Animator, Crimson Show- Pilot

Virtual

Headed all character clean up activities that ensured consistent alignment with storyboards.

- Used ***Toon Boom Harmony*** to make adjustments to character movements, facial expressions, background shading and color re-imaging. This was done through the use of ***Adobe Animate, Illustrator and Aftereffects.***

Jan 2016 — May 2016

SCAD Senior Class Film- The Classroom, Savannah College of Arts and Design

Savannah

Senior school project that captured the many different aspects of a children's school classroom through the lens of a overwork teacher, as she tries to maintain control, but eventually gives in at the sound of the bell.

- Responsible for character development (animated child characters), background scenery and utility project support to other animators, coaching and helping with character clean up. Grade "A"

EDUCATION

Sep 2022 — May 2024

Master of Computer Arts, School of Visual Arts

New York City

- Concentration in Animation, 3D Modeling and Software Programming. (Dean's List)

Sep 2012 — May 2016

Bachelor of Fine Arts, Savannah College of Arts and Design

Savannah