

Wes Smith, Animator, 3D Modeler, 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.**
- **Time & Management Skills using Microsoft Calendar. Works well within Teams & Independently; Adaptable to a broad range of genres and styles.**
- **Long term planner and diligent about task completion: Eagle Scout**

EMPLOYMENT HISTORY

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.**
- Built deeper characters expressions through facial expressions, body gestures, poses and attitudes that reflected the inner workings of the character. Conducted numerous meetings with show leads to fully understand character intrinsic s. *Achieved through the proficient use of digital software platforms: Toon Boom Harmony, Maya, Studio Paint.*

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**. Recognized by team leads for amount of a creativity and attention to details, that was highlighted in show write up. Consistently met time deliverables. **Proficient in Microsoft Outlook calendar.**
- Strong understanding of 2D drawings inform 3D shapes helped me to vividly describe the transition from flat shapes to volumes in both written and verbal cues. I was able to quickly make decisions, gain alignment and confidence with project leads.

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. It's a fun roller coaster ride of enjoyment.

- Responsibilities included character development (animated child characters), background scenery and acted as 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

SKILLS

Ability to Work Under Pressure

Highly Organized

Fast Learner

Highly organized and efficient