LIAM
HARRIS
ANIMATOR

CONTACT

LinkedIn: https://www.linkedin.com/in/liamharrisng/
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Website: https://liamharrisanimator.com

QUALIFICATIONS

- Bachelor of Games and Interactive Entertainment Queensland University of Technology Graduated with Distinction in 2015
- Certificate I Information Technology 2012

SKILLS

Animation and Visual Design

- Toon Boom Harmony animation and character rigging
- Traditional 2D frame by frame animation
- Motion graphics and compositing
- Video production and editing
- Adobe CC (Adobe Animate, Adobe Photoshop, Adobe After Effects, Adobe Illustrator)
- Spine 2D

3D Animation and Modeling

- Environmental design
- Texturing, UV mapping, material creation
- Lighting and Rendering in Vray, Iray and Unity HDRP
- Maya, Blender, 3DS MAX, Mudbox, Substance Designer

IT/Programming

- Unity, Unreal Engine, C#, Action Script, Web Development HTML 5, CSS
- Source Tree, Github, Plastic SCM
- Trello, Slack, Teamgantt

PROFESSIONAL EXPERIENCE

Pixel Zoo Animation Studio
Jan 2020 - Current

2D ToonBoom Animator, Rigger and Character Designer

- Animate shots from boards to full animation and respond to client feedback
- Create robust Toon Boom rigs with many drawing substitutions that can be dynamically posed for animation
- Use client concepts and feedback to design characters and create character turnarounds that can effectively be translated into Toon Boom rigs
- Collaborate and work with leads (animation and rigging), production managers and other team members
- Productions: Goojitzu, Pixel Kids, Tjitji lullaby, Goozonians, Magic Mixies, Rainbocorns

Studio Hun
May 2020

2D Animator

- Create 2D rough animated layouts for animated short Motor Cat
- Collaborate with creative lead to ensure animation adheres to character design sheets and animation direction

Invision Media
Sep 2017 - Jan 2020

Animator, 2D/3D Asset Artist, Motion Design, Unity Developer

- Develop motion graphics, games, TV graphics, learning resources, advertisements and perform playtesting
- Work on projects managed using Agile methodology
- Collaborate with the creative lead, animators, asset artists and unity developers
- Productions: Kindergo, All for Adventure, ARC Invaders, Rumbles Quest

CheckUP
Aug 2019/Sep 2020

Character Animated Motion Graphics

- Create an animation social media video for Queensland Mental Health Week depicting the themes from the wheel of wellbeing
- Create an animated video for the front page of the Choose Your own Health Career Website

PROFESSIONAL EXPERIENCE

University of the Sunshine Coast   Jan 2017

2D Animator

- Create and animate assets for primary school teaching resources

Like a Photon Creative   May 2016 - Sep 2017

Prototype Designer, Video Book Animator, Motion Graphics

- Create an interactive prototype for an educational children's learning app Kindergo
- Animate the Kindergo logo
- Create children's book read along videos with animated pictures

The Post Lounge   Aug 2016 - Dec 2016

3D Animation intern, 3D Modeling, Rendering,

- Work under the direction from leads to animate shots, model assets and send shots to a render farm for children's animated tv show Balloon Barnyard

Party Quest Studios   Jan 2015 - Dec 2015

Game Asset Animator, Game Designer

- Collaborate in a team of game developers to create a platformer fighter game Heroes of Yggdrasil