

JEREMY MOORE

3D ANIMATOR

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Bachelor of Fine Arts: Animation

SEP 2017 - MAY 2021

Savannah College of Art and Design, Savannah, GA

WORK EXPERIENCE

Fisher Price Creative Studios

Lead 3D Animator/Generalist

FEB 2022 - CURRENT

- Worked closely with the director to assign shots and give feedback in a timely manner
- Established a standard of quality for the animators to follow
- Assisted in various parts of production from 3D Modeling and Rigging to Compositing

3D Animator/Generalist

JUL 2021 - DEC 2021

- Delivered quality character performances with believable acting and body mechanics
- Assisted in various parts of production from 3D Modeling and Rigging to Compositing

Fall Line Church

Media Director

JUL 2021 - CURRENT

- Oversaw the look and feel of all media for those watching in-service and online.
- Worked closely with volunteers to train them to develop the skills necessary for their role.
- Responsible for scheduling and directing a team of video switchers, camera operators, and slide operators every Sunday.

Moore of Rachel inc.

JAN 2021 - MAR 2021

Illustrator - Mealtime Manners: From A to Z with Mr. Zippy

- Conceptualized and developed client's ideas into clear and appealing graphics
- Offered creative solutions to better convey ideas
- Communicated with client and addressed feedback in a timely manner

COLLABORATIVE WORKS

The Lumberjack and the Woodpecker:

2022 NATAS Student Production Award - Short Form

SEP 2020 - MAY 2021

Texture Artist, 3D Animator, Lighting / Compositor

 Worked passionately with a team to produce a 5 minute short by contributing high quality work in a timely manner.

A Witch's Luck:

SEP 2019 - NOV 2019

Producer, 3D Modeler, 3D Animator, Lighting / Compositor

 Planned and organized production schedules and worked alongside teammates to ensure the production met deadlines.

AWARDS & ACCOMPLISHMENTS

SCAD Outstanding Academic Achievement Award

MAY 2021

Awarded to up to two graduating seniors from each of the university's eight academic schools. All recipients meet or exceed a 3.5 GPA and demonstrate remarkable talent and leadership qualities.

▼ TECHNICAL SKILLS

- 3D Animation
- Shading/Texturing
- Lighting/Rendering
- Compositing

✓ SOFT SKILLS

- Time Management
- Organization
- Teamwork
- Proactivity
- Problem Solving

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Autodesk Maya
- Arnold Rendering
- Shotgrid