

Nico Warner



3D Character Animator

Skills:

Leadership
Cooperation
Strong Writer
Problem Solver
Attention to Detail
Goal Oriented

Software:

Autodesk
Maya
Shotgrid
Adobe Suite
Photoshop
Illustrator
After Effects
Microsoft
Office
Powerpoint
Excel
Toonboom Harmony
Substance Painter
Unreal Engine

Contact:

443-401-8036

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Education:

Bachelor of Fine Arts in Animation

May 2023

Savannah College of Art and Design,
Savannah, GA

Courses of Study Included:

Art History, Social Sciences, Literature, Math

Work Experience:

Barnstormer Media

Summer 2022

3D Animator

- * Blocked out and animated characters according to a script
- * Imported animation into Unreal Engine, made adjustments as needed
- * Sequenced and rendered scenes in Unreal Engine

Build-A-Bear Workshop

Summer 2021

Bear Builder

- * Assisted customers in selecting, stuffing, dressing, and buying a plush
- * Repaired tears and replaced parts of already-owned plush toys
- * Restocked, took inventory, deposited cash, and cleaned store before closing

Collaborative Projects:

Dinosaurusology

Director & 3D Animator

Wrote, directed, animated on, and did art (conceptual and promotional) for a "found footage"-style short comedy film. Created and pitched concept, led team meetings, worked with a variety of departments, gave animation notes and critique, made sure deadlines were being met.

The How Book: Gillian McDerment

3D Animator

Completed 3D animated shots of characters for multiple episodes of an educational children's program. Created 2D-animated effects to be composited on top of 3D animation in post. Participated in group critique.

<http://www.nicomwarner.com/>