

# Henry Farmer

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## SKILLS

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- **Autodesk Maya** - Proficient in character animation and scene creation
- **Unreal Engine 4** - Knowledgeable in implementing animations into game environments
- **Perforce** - Experience for collaborative projects
- **Blender** - Familiarity for additional modeling and animation tasks
- **Adobe Suite** - Proficient in Photoshop and After Effects, for texture creation and post-production work
- Strong understanding of animation principles and techniques
- Excellent problem-solving skills and ability to adapt to new tools and technologies

## EXPERIENCE

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### **Freelance Animator - Superseed Studios, Sept 2022 - Sept 2023**

- Created and polished Keyframe and Mocap gameplay animations for Combat Champions, ensuring they met quality standards and gameplay requirements
- Collaborated closely with art and design teams to integrate animations seamlessly into the game environment
- Contributed ideas and solutions in brainstorming sessions for new gameplay mechanics and animation styles
- Conducted research on industry trends and techniques to enhance animation skills and stay updated with best practices

### **Data Imagery Editor (2D Environment) - Apple Inc. via Apex, May 2017 - June 2018**

- Efficiently identify and correct issues by annotating 2D imagery
- Optimize existing processes in order to meet client's goals
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicated effectively in a team environment to increase productivity
- Used comparative analysis to establish conformity throughout projects
- Self QA assigned tasks prior to completion

## EDUCATION

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### **AnimSchool**

Certificate of Completion

**March 2022**

### **San Jose State University**

Bachelor of Fine Arts in Animation/Illustration

**May 2016**