

Henry Farmer

Animator

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henryfarmeranimation.com

A motivated individual with a passion and experience for game animation. Creative thinker with an eye for detail who works well in a team-driven, feedback-oriented setting.

EDUCATION

Certificate of Completion

AnimSchool | 2020 - Present

Animation Workshops/Classes

The Animation Collaborative | 2018-2020

Bachelor of Fine Arts in Animation/Illustration

San Jose State University | 2016

SKILLS

- Autodesk Maya
- Blender
- Adobe Suite
- Sony Vegas
- Unreal Engine 4

EXPERIENCE

Image Data Annotator

Pony.ai | July 2018 - October 2019

- 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

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

Animation Intern

Nimble Collective | June 2016 - August 2016

- Animated a character in Blender for the 3D short: Roadside Assistance
- Short went on to win Best Animated Short at the *LA Femme Film Festival*, as well as other awards

Animator, 3D Layout Artist

ShrunkenHeadMan Films | December 2014 - June 2015

- Animated traditionally drawn effect animations
- Provided 3D layout files for rough animation teams
- Short went on to win Best Animation at the *Boston Independent Film Festival*, among many other awards

PROJECTS

Twelve

Co-Director, Co-Producer, 2D Animator, Lead Composer

Award winner: *Indie Suspense Horror Sci-Fi*, *Austin Under the Stars*, & *Feel The Reel International*