



# J.D. SMITH

## 3D Animator & Previs Artist

jdsmithdigiartist.com | jdsmithdigiartist@gmail.com



### OBJECTIVE

I am a Digital Media Artist with over 7 years in 3D Animation and Previs, looking to leverage my experience with a company where I can help build their brand and/or tell engaging stories with my sense of humor and creativity through the art form of movement while utilizing the 12 Principles of Animation.



### EXPERIENCE

- Senior Animator and Layout Artist
- Efficient in both motion capture and key-frame animation
- Utilized Unreal Engine, Maya and Blender for game cinematics and film previsualization
- Familiar with Unreal Engine Blue Prints
- Knowledgeable in several martial art disciplines, helpful for combat animations
- Experienced with animating around corrupt/broken character rigs and still met deadlines
- Work in clean/organized file structures and folders



### CAREER HIGHLIGHTS

- Broke new ground with Disney as part of its first virtual feature film production
- Team was responsible for the first-ever 3D program for the MSG Sphere
- Received the Golden Trailer Award of "Best Digital" for Death and Other Details
- Received "Best Cinematography" for music video "Life of Hell"



### EMPLOYMENT HISTORY

- **Buddha Jones - Real-Time (Senior) Animator | 2022-2024**
- **Halon Entertainment - Previs Animator | 2020-2022**
- **Mattel - Junior Digital Artist | 2020**
- **Brain Zoo Studios - Junior Animator | 2019-2020**
- **Freelance - Digital Media Artist | 2009-current**



### EDUCATION

- **Gnomon School of VFX | Hollywood, CA**
  - BFA in Digital Production
- **Glendale Community College | Glendale, AZ**
  - AAS in Digital Video & Film Production
- **Metro Tech | Phoenix, AZ**
  - Graphic Design program



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### SELECT PROJECT HISTORY

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#### GAMES:

Marvel's Midnight Suns (Character animation, layout, camera animation, game cinematics)  
Alien: Rogue Incursion (Hero character animation, camera, final game trailer)  
Towerborne (Character animation, layout, camera animation, game opening cinematic)  
Clockwork Revolution (shot design and animation for final trailer)  
Wasteland 3 (Character animation, layout and camera animation, game opening cinematic)  
Avowed (Hero character animation for game trailer)  
Lego Drive (Character animation, layout, camera animation, game opening cinematic)  
Grounded (Camera animation for game trailer)  
Mortal Kombat 11 (VFX for game cinematics)

#### FILM:

Transformers: Rise of the Beasts (Layout, character and camera animation, previs)  
Disney's Pinocchio (Virtual production, layout, character and camera animation, previs, postvis VFX)  
Fly Me to the Moon (Layout, character and camera animation, previs)  
Aquaman 2 (Camera animation, previs)  
Cocaine Bear (Postvis VFX)  
Gnome Sick (Character animation)  
Polly Pocket (Character animation)  
Blood Moon Rising (Storyboards)



### 3D/ART SOFTWARE

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Maya • Unreal Engine • Blender • Motion Builder • iClone • Photoshop



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