

TANNER CARSON

3D Animator | Digital Artist

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tannercarson.com

Richmond, Virginia

SUMMARY

Experienced 3D Animator with over 8 years of experience. Expert in Maya and Blender, contributing to +30 successful projects with my high-quality animation skills. My creativity has helped to develop new pipelines and best practices.

EXPERIENCE

Lead 3D Technical Artist

CODEplus

10/2021 - Present Richmond, Virginia

Facilitated the process of creating high-quality animations for a range of products and trainings.

- Developed and executed creative, visually appealing character and simulation animations resulting in increase in comprehension and understanding
- Collaborated with a team of 8 artists and game developers to produce animations and their implementation into games.
- Drafted and implemented standard operating procedures for the animation pipeline designing new workflow and organization structure.

3D Animator

Suhdutsing Telecom

12/2020 - 10/2021 Richmond, Virginia

Helped create high-quality animations for a wide variety of video games and animated shorts.

- Conceptualized and designed animations for various animated shorts.
- Assisted in improving the animation development process that saved approximately 15% of the allocated project time.
- Led a small team in reference gathering to final deliverable of animated short and 3D game.

3D Animator

Big Brane Studios

06/2022 - 08/2023 Richmond, Virginia

Small game studio creating indie VR games designed for multiple platforms

- Played an instrumental role in the creation of a popular game title released on Meta Quest and other platforms.
- Executed complex animations as well as creating locomotion for several main characters.
- Crafted visually striking poses and silhouettes for game animation.

EDUCATION

Bachelors of Fine Arts in Animation

SCAD

09/2015 - 06/2018 Los Angeles, CA

STRENGTHS



Creative Thinking

Conceptualized and brought to life unique animations for +30 projects



Leadership

Led animation teams in successful projects, with notable accomplishments in increasing efficiency and collaboration.



Innovative

Implemented procedures and design changes leading to significant increases in efficiency and workflow

SKILLS

3D Animation

Maya

Blender

Unreal Engine

Unity

Game Development

Character Animation

Team Leadership

Project Management

Graphic Design

AWARDS

Upload VR Showcase 2021

Lead Animator Sushi Ben VR

Red Dot Award 2019

Animator and Rigger for FELO

Southeast Student Production Award 2018

Animator and Rigger for short film Drawn Apart

PASSIONS



Gaming

Avid gamer, with a keen interest in understanding game mechanics, narrative techniques, and animation in different game genres.



Digital Art

Enjoy creating digital art, enhancing my understanding of animation and creativity, crucial for my role as a 3D animator.