

3D Animator

Connor Swan

3D animator and VFX artist specializing in rigging/scripting, and an engineering background

Experience

StudioX San Francisco, CA

Dynamics Artist

- Created sandstorm simulations in Maya

Rigger

- created IK-FK switching character rigs
- created modular prop rigs

Scripting

- wrote script for management and standardization of Maya script tools

Audio-Visualizer N/A

Programmer and Designer

- Full code written from scratch.
- Developed UI
- Developed visual design

Natera San Carlos, CA

Associate IT User Service Specialist

- Designed website intranet page.
- Created backend software to improve employee onboarding.

Education

Academy of Art University San Francisco, CA

School of Animation and Visual Effects

- Major: Fine Arts, Animation and VFX, career interest in Rigging

University of California San Diego La Jolla, CA

- Major in Biotechnology

Skills

- 3D Animation
- Rigging
- Programming
- Organic Modeling
- Coding

Software

- Autodesk Maya
- Blender
- Processing
- Python
- ZBrush
- Adobe Photoshop
- Adobe After Effects
- Java
- Paint Tool SAI
- Procreate
- Traditional Charcoal