



GRIFFIN MITCHELL

3D ANIMATOR

www.gtmitchellportfolio.com
grffnmtchll@gmail.com
(414) 531-7723

DEMO REEL

<https://vimeo.com/706280034>

Collaborative animator skilled in motion capture and character animation. Team player with experience working in fast-paced environments.

SKILLS

Animation

3D Keyframe
Motion Capture
Cleanup Animation
Basic Rigging
Character Acting

Tools

Autodesk Maya
Adobe Photoshop
Adobe After Effects
ShotGrid

Interpersonal

Problem Solver
Time Management
Communication Skills
Team Player

Languages

English & Spanish

EDUCATION

Bachelor of Fine Arts in 3D Animation & Visual Effects

Academy of Art University, San Francisco (May 2022)

Courses include Realistic & Stylized Animation, Human Anatomy, Storyboarding, 3D Character Keyframe Animation for Bipedes and Quadrupeds, Rigging, Color Fundamentals, Lip Syncing

EXPERIENCE

Character Animator/Layout Artist Studio X (2021-present)

- Responsible for high-quality creature animation for key film sequences in Maya for cartoony and live action films.
- Communicate with directors, producers, and other 3D artists, working collaboratively to meet deadlines.
- Match action across shot cuts and adapt animation styles to align with project aesthetics.
- Upload work to ShotGrid.

PROJECTS

3D Animator

Pets Animated Short (2021-2022)

- Create cartoony animation style for humans and creatures using reference and keyframe animation.
- Take artistic direction from dailies and the director. Layout and animate camera according to the storyboard.

Layout Artist

Finny and the Seal Hotel Animated Short (2021-present)

- Create and animate cameras for shots from storyboards.
- Attend internal meetings and dailies. Work with environment modelers to set up test layouts for achieving proper scale for assets in the environments.
- Work with rigger and character modeler creating test animations for them to make corrections in the character rigs as needed for animation.

Motion Capture Cleanup Artist

Aurora Animated Short (2021-2022)

- Clean up motion capture data for walking and weight shift and cycle them.
- Clean mocap data for facial animation.
- Attend dailies and internal project meetings with director, producer, and additional 3D artists.