

SETH HAROLD

Lead Animator, CG Artist

<http://www.sethharold.com/>

CORE SKILLS:

- Hand Keyed Animation: Spine2D, Maya, Max, Motion Builder, Flash
- Spine 2D expert
- Animation Team Lead and Outsourcing
- Rigging
- Sculpting, Modelling and Topology
- CG Generalist
- Character design and concept art
- Fine Arts Background
- Motion Capture experience

EDUCATION & QUALIFICATIONS:

Institute	Course	Date
AnimationMentor	Certificate in Character Animation	2009 – 2011
Art Institute of Bournemouth	BA in Animation Production	2007 – 2009
ESAG Penninghen	Erasmus – Illustration, Drawing	2008
University of the Arts London	Foundation in Animation	2006 – 2007

TECHNICAL SKILLS:

Software	Experience Level	Software	Experience Level
MAYA	15 years	Premier	8 years
After Affects	8 years	3DS MAX	1 Year
Final Cut	8 years	Unity	2 Year
Photoshop	10 years	Motion Builder	6 months
Flash	6 years	Mudbox	6 months
Spine2d (expert)	5 years	Unreal Engine	2 years

EMPLOYMENT HISTORY:

Demiurge Studios, Boston, MA USA

SENIOR ANIMATOR (February 2022- September 2023)

- All key animation for Games in Development
- Pipeline setup for animations and implementing to Unreal Engine

Perblue Studios, Madison, WI USA

SENIOR ANIMATOR (September 2020-February 2022)

- All key animation for Games in Development
- Oversaw and fed back on outsourced animation and rigging

SEGA of AMERICA, Demiurge Studios, Boston, MA, USA

LEAD ANIMATOR (October 2017 – 2020)

- Key Animation in Spine for Mobile Games. 'Sega Heroes'
- All animation in-house development
- Oversaw and fed back on outsourced animation and rigging

REDROVER STUDIOS, Seongnam, South Korea

ANIMATOR (October 2017 – 2020)

- Character Animation for feature film, Nut Job 2

REMEDY ENTERTAINMENT, Espoo, Finland

ANIMATOR, MOTION CAPTURE ARTIST (February 2015 – February 2016)

- Animator for cinematics in Quantum Break
- Facial Animation and clean up
- Motion Capture Edit and Clean-up
- Animated in game Characters for IOS

FREELANCE ANIMATION

ANIMATOR and CG GENERALIST (January 2014 – March 2015)

- Rigged, modelled, textured, animated , camera tracked, lit and rendered 3D characters and assets placed in commercials for Toys-R-Us; via Eric Miller Animation Studios.
- Animated characters for Lockwood Studios PS Home assets
- CG Facial Animation for stop-motion film in development

LOCKWOOD STUDIOS, Nottingham, UK

ANIMATOR (March 2010 – January 2014)

- Responsible for animation of characters and companions.
- Oversaw and fed back on outsourced animation and rigging

- Implemented animations into Sony's game editor Repertoire. (setting logics, speed and transitions etc.)
- Assisted in developing initial animation pipeline for Lockwood Studios
- Oversaw all creature animation for Mercia, Playstation Home's first RPG
- Directed creature behaviour and movement for outsourced creature animation
- Cleaned, Exported and Implemented Motion Captured animation into the game engine for Playstation Home's presence at the virtual E3
- Oversaw initial rigging, animation and implementation of Lockwood's own platform into Unity.

REFERENCES:

Tom Lin, Director and Founder at Demiurge Studios tom@demiurgestudios.com
1-626-676-5641

Richard Earl, Creative Director at Karrot Studio ricky.lee.earl@gmail.com
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James Daniello, Engineer at PeopleFun james.p.daniello@gmail.com
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