

Laura V Swartz

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SUMMARY

Passionate, results-driven animator seeking opportunity to work in 3D digital production. Adept to finding innovative solutions – working well under pressure and meeting rigid deadlines. Consistently assigned the most complicated, detail-oriented shots, while delivering animations that surpass expectations.

QUALIFICATIONS

- Expert knowledge of animation principles in both traditional and 3D animation
 - Comprehensive understanding of facial rigging and prop rigging
 - Experienced in modeling, texture mapping, and texture painting
 - Strong background in drawing dynamic and believable figures
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SOFTWARE SKILLS

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|-----------------|-------------------|---------------------|
| • Maya | • Unity | • Final Cut Pro |
| • MotionBuilder | • After Effects | • Soundtrack Pro |
| • 3DSMax | • Adobe Photoshop | • Adobe Illustrator |
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EXPERIENCE

Independent Contractor

January 2015

Adidas soccer uniform commercial

- Key-framed opening shot, delivering the specific soccer footwork that the client envisioned
- Edited motion capture in Maya and MotionBuilder to make two soccer players go head-to-head

Animator

Aug. 2011 – Sep. 2014

Phoenix Online Studios

Released Games: *Cognition: An Erica Reed Thriller: Aggie Readers' Choice Award for Best Adventure 2013*

- Lead animator for in-game dialogue gestures, creating characters with more personality and realism during gameplay conversations
- Performed the final polish passes on animations blocked by other members of the team
- Choreographed and animated cinematic fight sequences
- Critiqued animations of junior animators
- Animated characters in third person and first person point of view

Gabriel Knight: Sins of the Father 20th Anniversary

- Conceptualized new methods for creating in-game conversations by using additive animations layered on top of one another in Unity sequences
- Edited and blended animations in MotionBuilder to achieve fluid transitions
- Created and edited sequences in Unity

Moebius: Empire Rising

- Animated machinery and vehicles
- Acquired extensive knowledge of rigging/constraining props to characters

Intern

Oct. 2008 – Mar. 2009

Animation Collective, NYC

- Animated characters and modeled props for Day Star's DVD, *Captain Mac. A. Roni*
 - Modeled sets for TV show, *Eloise*
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EDUCATION

Savannah College of Art and Design, Savannah, GA

Master of Arts in Animation, June 2011

Pennsylvania State University, University Park, PA

Bachelor of Arts in New Media, May 2007