



GARDNER PIERCE

3D CHARACTER ANIMATOR

BIO

Highly motivated 3D animator interested in bringing my love of emotion and story to my characters.

CONTACTS

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SOCIALS

LinkedIn: @gardnerp
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EDUCATION

Gnomon School of Visual Effects

Winter 2018 - Summer 2021

BFA Degree

(3D Generalist Program with focus on Animation)

University of Hawaii Maui College

Summer 2016 - Fall 2018

General Education Studies and Basic Art Studies

WORK EXPERIENCE

3D Animator

ONE Finance

Nov 2023 - Dec 2023

Animated elf characters and props in the style of Rankin/Bass' Rudolph The Red-Nosed Reindeer in a series of short videos for ONE Finance's holiday advertisement campaign.

Animator / 3D Generalist

Devsisters

June 2023 - July 2023

I was responsible for lighting and animating multiple characters and props, as well as the modeling and texturing of assets for the mobile game BRIXITY Pre-Registration Trailer.

Animator / 3D Generalist

RE:Anime

Mar 2023

Responsible for rigging and animating a tiger monster and its cub in a live action trailer for the Wild Hearts video game.

3D Animator

Eyestorm Creative

Jan 2023 - Feb 2023

Animated the character Heart Hunter Queen for Clash of Clans' Valentine's skins update. As well as animation cleanup/finals on the other character in the trailer.

SUMMARY OF SKILLS

- Storyboarding Scenes
- Working with and Cleaning Mocap animation
- 3D Animation for Characters and Creatures with a focus on film and cinematics
- Well versed in both film and games pipelines
- Understands basic rigging, compositing, rendering, and Unreal Engine
- Team player
- Able to receive direction and instruction as well as able to work under pressure
- Trustworthy and able to handle sensitive information

SOFTWARE SKILLS

- Maya
- Unreal Engine 4
- Cinema 4D
- Houdini
- Nuke
- Vray
- Redshift
- Arnold
- Adobe Premier Pro
- Adobe After Effects
- Adobe Photoshop

Animator / 3D Generalist

We Are Royale

Feb 2022 - Nov 2022

During my time at We Are Royale I worked on multiple projects for LEGO, Final Fantasy XIV, Valorent, Audible, and Meta(Facebook). My key responsibilities were, previz animation, character & animal animation, animation for facetracking on virtual avatars, and editing & VFX in After Effects.

3D Animator

Clinton Jones (Pwnisher)

July 2022

I was reached out to by Clinton Jones to work on the mocap data for his CG artist challenge. I cleaned up all of the mocap animations so they could flow into each other seamlessly.

3D animator

Studio Linguini

Nov 2021 - Mar 2022

My responsibilities were cleaning motioncapture and creating previz animation for short films.

References available upon request

GENERALIST SKILLS

- Modeling
- Rigging
- VFX (Houdini)
- VFX (Maya)
- Traditional Medium Art
- Storyboarding (Photoshop)
- Video Editing (After Effects & Premiere)
- Compositing (Nuke & After Effects)