



# 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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Los Angeles, CA

### SOCIALS

LinkedIn: @gardnerp  
Instagram: @chaoticorderr  
Twitter: @GardnerPierce3  
vimeo.com/user148427524

## 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

Studio Linguini

Nov 2021 - Mar 2022

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

### Animator / 3D Generalist

We Are Royale

Feb 2022 - Nov 2022

During my time at We Are Royale I worked on projects for LEGO, Final Fantasy XIV, Valorent, Audible, and Meta.

### Animator / 3D Generalist

Devsisters

June 2023

I animated, lit, and textured characters and assets for the BRIXITY Pre-Registration Trailer.

### Animator / 3D Generalist

Eyestorm Creative

Jan 2023

Animated the character Heart Hunter Queen for Clash of Clans' Valentine's skins update.

### Animator / 3D Generalist

RE:Anime

Mar 2023

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

## 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 film pipeline and familiar with games pipeline
- 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

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)