

# NICK FESS

## CHARACTER ANIMATOR

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nickfess.art

### Skills

■■■■	Quadruped Animation
■■■■	2D Puppet Animation
■■■■	2D Character Rigging
■■■□	3D Character Rigging
■■■■	Storyboarding
■■■■	Life Drawing
■■■■	Leadership
■■■■	Communication
■■■□	Concept Development

### Software

■■■■	Maya
■■■■	ToonBoom
■■■■	After Effects
■■■■	Animate
■■■■	Clip Studio Paint
■■■■	Shotgrid
■■■■	WebCC
■■■□	Z brush
■□□	Illustrator
■■■□	Photoshop
■□□	Unreal Engine



## Employment

### Animation Director - Primal Screen

March 2021 - Present

- Lead and directed teams of animators on a variety of 2D and 3D productions.
- Communicated directly with clients and implemented feedback to meet both their standard of quality as well as our own.

### Animator - Primal Screen

August 2017 - March 2021

- Animated 4-6 seconds of quality animation a week.
- Worked closely with 2D and 3D directors as a key team member
- remained current with technology and best practices.

### Instructor - I.D. Tech

June 2017 - July 2017

- Taught Maya and 3D printing to classes of up to 8 children.
- Gave and received daily updates to and from the camp director on student activities
- Kept a positive attitude between students and other camp instructors in order to maintain a fun camp environment.

## Education

### Savannah College of Art and Design

June 2017 Magna Cum Laude

Bachelor of Fine Arts in Animation

## Experience

### Adventure Time + Fenyx Rising

Lead Animator

- Gold Telly: use of 2D animation
- Silver Telly: online commercials, craft for fully animated piece
- Bronze Telly: online commercials, games

### Sesame Street: S is for Seasons

Key Animator and Rigger

- Silver Telly: children entertainment

### Rick's Balls

Animation Director

- Bronze Telly: branded content under \$100k