

Todd E. Harry

Character Animator

Todd2Harry@gmail.com | www.toddharry.com | (206)-947-8633 | Lynnwood, WA

Work History

FishyTale Digital, Inc. | Bellevue, WA June 2016-(May 2017)-Present
Senior Animator/(Animation Supervisor)

FishyTale Digital is a startup. I was brought on as a senior animator to animate many scenes for a digital learning app that focused on stylized character driven content. Towards the end of that project I started playing a larger role in the animation team management as well as keeping track of outsourced content until I was eventually brought on full time as supervisor. As that project started winding down I started gearing up for the next project by preparing new character rigs, estimating animation time and testing out the look and feel of the upcoming project.

Unity Technologies | Redmond, WA November 2015-March 2016
Animator

I played an integral part in creating animations for realistically proportioned characters for a yet to be released project with the intent of showcasing unity's abilities as a real time VR game engine. I collaborated with other members of the animation team to ensure all work was completed efficiently and up to standards. I worked with other members of the development team to find ways to work around problems that arose from initial character setup.

Microsoft (via Aquent) | Redmond, WA February 2015-August 2015
Animator

Animated and skinned a wide range of stylized human and creature characters for use from any camera angle/distance. Worked with designers to ensure all characters could function as playable and non-playable characters due to the freedom of Project Spark. Was responsible for implementing animations into the game using proprietary engine tools. Shared rigging responsibilities for new characters with other animators. Developed motion studies for characters still in the concept process to help flesh out what might be needed/desirable for final character concept/model. Helped to overhaul jump and combat animations to work better with changing character design and art style standards. Worked with concept artists, art and creative directors, sound designers, and producers to animate promotional material for E3.

Smashing Ideas | Seattle, WA October 2014-January 2015
Technical Artist/Rigger/Animator

I helped to quickly setup a prototype project, which included; rigging, animating and implementing temporary assets, working closely with programmers and directors to

ensure that prototype setup would result in little waste. Once the prototype was done I worked with an offsite modeler to help establish a model delivery pipeline and participated in animation related model critique/brainstorm. I rigged the final model and supported the rig to add any requested features/bug fixes/model changes. In an effort to minimize impact when my contract ended, I documented any common procedure I had done for the project to help any member of the team that might need take on future tasks related to the animation/prop pipeline.

Microsoft (via Aquent) | Redmond, WA
Animator

September 2013-August 2014

(See above Microsoft description)

Amaze Ent./GriptoniteGames/Glu Mobile | Kirkland, WA

July 2007-November 2012

Animator/Rigger

Worked as a character animator and rigger, communicated with team members and other animators to achieve a high visual standard while maintaining functionality and responsiveness. Rigged and animated playable characters for licensed titles, handled client and in house feedback to retain brand and character traits. Took a lead role in defining the style and refining the look of animations. Oversaw outsourced models for animation and made small changes when possible. Worked closely with programming and design to implement animation, effects and audio assets for characters and props. Adapted to quick timelines for mobile phone production. Helped establish good work flows and best practices for a new game engine. Worked with team and studio programming to get tools for animation implementation up and running. Guided other animators in rigging process. Animated effects, cameras, and particles. Collaborated with design to bring new ideas to the emerging free to play market.

Shipped Titles

Project Spark (Windows 8.1, Xbox One)

Where the Wild Things Are (xbox360, PS3, Wii, PS2)

X-men Origins: Wolverine (Wii)

Assassins Creed II Discovery (Nintendo DS, iPhone)

Spiderman Shattered Dimensions (Nintendo DS)

Captain America: Super Soldier (Nintendo DS)

KungFu Panda 2 (Nintendo DS)

Penguins of Madagascar Dr. Blowhole Returns Again (Nintendo DS)

Lil Kingdom (IOS, Android)

Samurai VS. Zombies (IOS, Android)

Enchant U (IOS, Android)

Engines Worked With

Elemental (Proprietary for xbox 360 PS3 PS2 Wii)
Nitro DS (for Nintendo DS)
Unity (for IOS and android)

Software Knowledge

Autodesk Maya
Softimage XSI
Adobe Photoshop CS2
Adobe Premiere 6.5/Pro
Adobe Audition
Adobe ImageReady
Unity

Education

September 2003 - April 2006
Henry Cogswell College Everett, WA
B.A. in Digital Arts
Courses in Creative Writing, Life Drawing, Modeling, 2D animation and 3D animation

Animation Related Experience

Clogging (dance) Instructor 2006-present
Well versed in Ballet, Tap, Ballroom and Square Dance. It is important as an animator to surround yourself with motion to become better acquainted with it. Teaching and taking dance has given me a chance to further understand how the body compensates for changes in weight, and the form it takes while doing so.
Took acting classes through UW Experimental College to further understand motion and character emotion.