

Todd E. Harry

Character Animator

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

Work History

Microsoft (via Aquent) | Redmond, WA
Animator

February 2015-August 2015

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 being conceptualized 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
Technical Artist/Rigger/Animator

October 2014-January 2015

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)

Glu Mobile | Kirkland, WA
Animator/Rigger

August 2011-November 2012

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. Rigged and

animated playable and non-playable characters. 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.

Griptonite Games | Kirkland, WA
Animator/Rigger

March 2009-August 2011

Took a lead role in defining the style and refining the look of animations. Rigged and animated playable characters for licensed titles. Gave and received feedback to and from colleagues when needed. 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. Helped develop animation related design elements.

Amaze Entertainment | Kirkland, WA
Animator/Rigger

July 2007-March 2009

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. Worked with licensed properties, handled client and in house feedback to retain brand and character traits.

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.