







ALEX CARTER

A detail-oriented computer animator with over 10 years of experience in visual effects and 3D animation for films and commercials. Expertise in using advanced software like Maya and Blender to create high-quality animations and visual storytelling.

CONTACT

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KEY SKILLS

- 3D modeling and animation
- Blender and Maya expertise
- Visual effects
- Post-production integration
- Tool development

EDUCATION

Bachelor of Arts (B.A.) Computer Animation
UNIVERSITY OF WASHINGTON
Seattle, WA | May 2013

PROFESSIONAL EXPERIENCE

COMPUTER ANIMATOR | NORTHERN LIGHT PRODUCTIONS, SEATTLE, WA
JANUARY 2018 – PRESENT

- Created 3D animations for national commercial campaigns, contributing to a 15% increase in brand engagement
- Designed visual effects for indie films, resulting in multiple festival awards for outstanding animation and design
- Developed custom tools in Blender to streamline complex animation processes, improving production efficiency by 18%

JUNIOR ANIMATOR | SKYLINE MEDIA, PORTLAND, OR
JUNE 2013 – DECEMBER 2017

- Produced animations for documentaries and educational videos, receiving client praise for innovative designs
- Assisted in the integration of animations into post-production workflows, ensuring seamless transitions between visual effects and live-action footage
- Conducted quality assurance reviews for animations, maintaining a 98% on-time delivery rate

CERTIFICATIONS

- Blender Certification | 2016