Thomas Duggan III

3D Animator/CG Generalist

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Florida

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Profile

Creative and detail-oriented 3D animator and Generalist with 10 years of experience in character animation and visual effects. Proven ability to deliver high-quality results in dynamic studio environments. Strong skills in animation, storytelling, problem-solving, and technical proficiency.

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Skills

- Autodesk Maya
- Adobe Suite (Photoshop, After Effects, Illustrator)
- Unreal Engine
- Vray for Maya
- Rigging in Maya
- Camera and Set Layout
- Crowd Animation
- Linux, Windows, Mac
- Project Management
- Attention to Detail
- Team Player

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Experience

Freelance Animator/ CG Artist/ Generalist
June 2013 - Present, Jupiter, Florida

Managed and executed a variety of animation and CG projects, including project organization, 3D animation, motion capture cleanup, asset lookdev, shading/texturing, modeling, set layouts, camera animations, and Unreal Engine work.

Luma Pictures / Animator/ Crowd Artist/ Layout Artist
Oct 2021 - Dec 2022, Remote

Assisted with character animation, motion capture cleanup, crowd animation, layout, and asset creation for environments. Utilized MASH and USD assets for environment creation.

Zimmerman Advertising / Animator/ CG Artist/ Generalist
Feb 2015 - Oct 2021, Ft. Lauderdale, FL

Contributed to various animation and CG projects, including character animation, motion capture cleanup, and generalist tasks. I also took on leadership roles when needed to help direct freelancers and keep projects on schedule.

Education

Digital Media Arts College / Bachelor of Fine Arts (BFA), Computer Animation

2011 - 2013, Boca Raton, FL

PalmBeach State College / Associate of Arts (AA), Art/Art Studies, General

2007-2009, WestPalm Beach, FL

Jupiter High School / High School Diploma

2003-2007, Jupiter, FL