

SCOTT GILLIES

SENIOR ANIMATOR

778 677 1242 

www.ScottGillies.com 

Scott.Gillies.animator@gmail.com 

linkedin.com/in/scott-gillies-animator 

HIGHLIGHTS OF QUALIFICATIONS

- 3D Animator with over 18 years of experience
- Highly proficient at animating 3D characters, creatures, props, vehicles and cameras
- Skilled at developing creative concepts to augment the storyboards and enhance the entertainment and storytelling
- Experience leading a team in a collaborative, fast-paced environment

EDUCATION

ANIMATION ART & DESIGN

Art Institute of Vancouver
Graduated March 2008

SKILLS

3D Keyframe Animation

Layout

Cinematography

Story

Maya

Directing

3D Generalist

PORTFOLIO

Character animation:

ScottGillies.com/animation

WORK EXPERIENCE

SENIOR ANIMATOR

Atomic Cartoons Inc.

April 2024 - June 2024
August 2024 - May 2025
November 2025 - present

Keyframe 3D animator on two animated projects.

Keyframe 3D character animation as well as animating cameras and props.

'LEGO Disney Princess: Villains Unite' and 3 TBA projects.

ANIMATOR AND DIRECTOR

Azara Effect Productions

Sept 2012 - Present

Owner and director of a design studio for over ten years. Services provided include: 3D keyframe character animation, 3D modeling, rigging, graphic design, illustration, motion graphics animation and photo editing. Full-service animation and video production from initial concept through to animation and post-production.

Clients include: WorkSafeBC, Government of British Columbia, Government of Alberta, University of British Columbia, Janssen, Canola Council of Canada.

ANIMATION SUPERVISOR

Nerd Corps Entertainment

Mar 2008 - Sept 2012

Keyframe animator on television programs: *Monster High*, *Hot Wheels: Battle Force Five*, *League of Super Evil*, *Rated A for Awesome*, *Endangered Species* and *Max Steel*.

Keyframe character and creature animation as well as animating cameras, vehicles and props. Oversaw a team of 8 - 12 animators, conducted workshops and training sessions, in addition to animating ~ 40 seconds of final animation per week.