SCOTT GILLIES ———	
ANIMATOR	

778 677 1242

www.AzaraEffect.com

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3929 Wilkinson Rd.
Victoria, BC V8Z 5A3

HIGHLIGHTS OF QUALIFICATIONS

- Animator with over 15 years of experience
- Highly proficient at animating 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 in 2008

BSc (Major in Forest Mgmt)

University of Alberta Graduated in 2001

SKILLS

Animation	
Cinematography	
Story	
Maya	
Layout	
Directing	
3D generalist	

PORTFOLIO

Character animation:

scottgillies.com/animation

WORK EXPERIENCE

ANIMATOR AND ART 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. Under contract with WorkSafeBC as a 3D animator for safety and incident recreation videos. January 2019 - Present

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

GRAPHIC ARTIST (SUBCONTRACTOR)

Pulp Studios Inc.

Jan 2014 - Present

Graphic design, illustration, 2D and 3D animation, animated informational videos, motion graphics animation, whiteboard videos and videography.

Clients include: Canadian Broadcasting Corporation, House of Anansi, Edmonton Public Schools Foundation, Edmonton Public Library, Native Counselling Services of Alberta, University of Alberta, Government of Alberta, District of Saanich.

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 ~ 60 seconds of final animation per week.