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Paris R. Hall 3D Animator || Rigger

Animation Mentor, Diploma for Advanced Studies in Character Animation 2011
Nazareth College of Rochester, Bachelor of Fine Arts in Music 2006

EXPERIENCE

Multimedia Production Artist: Radius Digital Science (2016 --- Present)

www.radius-digital.com

- o Model, rig, animate, light, render and comp shots for mobile apps and the web.
- o Edit videos in Premiere.
- o Develop tools in Maxscript / python / dotNet.

Senior 3D Animator || Director of 3D: All Things Media (2013--- 2016)

www.allthingsmedia.com

- o Promoted to Director of 3D -- I was in charge of getting my team what they needed when they needed it. I met with upper management and developed tools and methodologies for bringing interactive technology to Mercedes Benz USA.
- o Model, rig, animate, light, render and comp shots for high-end mobile apps.

3D Scientific Visualizer: theVisualMD (2010 --- 2013)

www.thevisualmd.com

- o Design, storyboard, art direct and lead production of scientific animations.
- o Model, rig, animate, light, render and comp shots for broadcast and the web.

Senior Motion/3D Artist: Ogilvy CommonHealth Worldwide (2009 – 2010)

www.commonhealth.com

- o Lead animator of 3D/2D animations for marketing campaigns and advertisements for web/TV.
- o Create storyboards, develop animatics and execute final products.

3D/2D Artist and Flash Developer: Tournament1 (2009)

www.tournament1.com

- o Develop web and casino games in Flash (AS2/AS3).
- o Design, model, animate, render and comp animations.

Photoshop Artist: Blue Sky Studios (Winter 2008)

www.blueskystudios.com

- o Paint digital storyboard panels for prescreening of feature film *Ice Age 3: Dawn of the Dinosaurs*.

3D Animator/Production Assistant: Animation Collective (Jan 2008 - Sept 2008)

www.animationcollective.com

- o Promoted from production assistant to 3D artist.
- o Design, model and animate props/sets, vehicles, and served as lead render wrangler & coordinator of CG backgrounds.
- o Assist 3D/After Effects/Flash Directors by debugging, troubleshooting, and track sequences through the entire pipeline.

2D Animator: 8 Hats High Animation (2007)

www.8hatshigh.com

- o Promoted from intern to 2D animator.
 - o Produce and polish in-betweens and special FX, and assist with compositing and post effects work.
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SOFTWARE: Windows, Mac, Linux

- o Maya, 3DS Max, Blender, Nuke, Fusion, Creative Cloud, Mudbox, Krakatoa Renderer, Vray, Arnold, PIXAR RenderMan, Unity
- o Particle Flow, nParticles
- o MEL, Python, Maxscript