

Sydney McPherson

3D Character Animator

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demo reel: <https://vimeo.com/643616424>

Education

AnimSchool

Provo, UT

09/2022

Character Performance - Instructed by Aldric Lopez

03/2022

Body Acting - Instructed by Morten Enevoldsen

Bachelor of Fine Arts (B.F.A.) in Animation

09/2017 - 05/2021

Savannah College of Art and Design (SCAD)

Savannah, GA

Honors: Summa Cum Laude

Activities: Study Abroad Program (Hong Kong, S.A.R)

Courses of Study Included:

Life Drawing, Color Theory, Speaking of Ideas, American Art

Technical Skills Professional Skills

- 3D Animation
- 3D Modeling
- Basic Rigging
- Illustration
- Graphic Design

- Problem Solving
- Creative Thinking
- Collaboration
- Perseverance
- Flexibility

Software

- Autodesk Maya
- animBot
- Studio Library
- Adobe Suite
- ZBrush
- Windows

Awards

NATAS Southeast Student Emmy Award - Fiction Short Form

2022

- Awarded to "The Lumberjack and the Woodpecker" for excellence among works created by college students

Organizations

- Rise Up Animation
- Women in Animation
- SCAD Black Alumni Coalition

Volunteer Experience

SCAD Hometown Heroes

Calvary Christian Academy - Ft. Lauderdale, FL

11/2018

- Coordinated a presentation at my former high school
- Educated prospective students on SCAD's creative career opportunities

Mission Trip

Hocabá, Mexico

01/2016

- Served the community
- Engaged children in Bible study via skits and interaction
- Repainted the local church and handed out shoes to those in need

Work Experience

Barista and Hostess

05/2023 - Present

Calvary Chapel Ft. Lauderdale - Ft. Lauderdale, FL

- Redesign and update the barista TV menu seasonally
- Anticipating customer needs through proper planning and multi-tasking
- Maintaining composure in a fast-paced environment and seeking assistance when needed
- Playing a key role in training new staff on procedures, recipes, and customer interaction
- Manage reservations proactively using OpenTable, ensuring a seamless dining experience for guests

Freelance 3D Artist

03/2022 - 05/2023

Fantasy Studios - Remote

- Implemented Maya assets into Roblox Studio and integrated them with a custom physics system
- Modeled, rigged, and textured player accessories to enrich in-game customization options
- Painted fantasy-stylized textures and repeat patterns for personalization of player in-game homes

Freelance 3D Animator

09/2022

Barnstorm Media - Stamford, CT (remote)

- Cosmic Kids Trailer: Created action and idle animations
- Bubbles and Friends EP 1020: Added finishing touches to existing animations
- Utilized Autodesk Maya's Game Exporter to prepare animation for rendering in Unreal Engine
- Worked collaboratively while managing my time efficiently
- Implemented feedback to refine my animations

Collaborative Experience

The Lumberjack and the Woodpecker - Connor Bushoven

09/2020 - 05/2021

3D Animator, Modeler, Composer

- Worked from a storyboard to bring life to human, bird, and beetle characters in 11 shots of the film
- Referenced 2D concept art to model Ms. Pecky using Maya and ZBrush
- Aided in layout by modeling and texturing bushes, placing cameras, and creating rough animations
- Led compositing of woodchip/dust vfx, created a written guide and asset package for team members
- Communicated effectively through Zoom and Discord

The King and the Pawn - Caleb Blue

08/2020

3D Animator

- Provided additional animation

The Fox & Crow - Janelle Thang

09/2019 - 11/2019

3D Animator, Sound Editor

- Animated fox character while staying on model
- Troubleshoot rendering issues, composited final shots
- Created an immersive soundtrack using Adobe Audition