

Sydney McPherson

3D Character Animator

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

Education

Savannah College of Art and Design

Savannah, GA

05/2021

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

- Graduating Honors: Summa Cum Laude
- Activities: Study Abroad Program (Hong Kong, S.A.R)
- Courses of Study Included:
 - Life Drawing, Color Theory, Speaking of Ideas

AnimSchool

Provo, UT

09/2022

- Character Performance - Instructed by Aldric Lopez

03/2022

- Body Acting - Instructed by Morten Enevoldsen

Technical Skills

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

Software

- Autodesk Maya
- animBot
- Studio Library
- Adobe Creative Cloud
- ZBrush
- Windows

Professional Skills

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

Professional Organizations

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

Recognition

NATAS Southeast Student Emmy Award - Best Short Fiction

2022

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

Work Experience

Barista and Hostess

05/2023 - 06/2024

Calvary Chapel Ft. Lauderdale - Ft. Lauderdale, FL

- Maintained composure in a fast-paced environment and sought assistance when needed.
- Fulfilled orders while providing friendly and timely service
- Redesigned and updated the coffee shop display menu with seasonal items and new graphics.
- Managed reservations proactively ensuring a seamless dining experience for guests.
- Anticipated customer needs through proper planning and multi-tasking.
- Played a key role in training new staff on procedures, recipes, and customer interaction.

Freelance 3D Artist

03/2022 - 05/2023

Fantasy Studios - Remote

- Seamlessly integrated Maya assets into Roblox Studio and 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 homes.
- Solved technical issues to enhance user experience.

Freelance 3D Animator

09/2022

Barnstormer Media - Stamford, CT (remote)

- Cosmic Kids Trailer: Created expressive action and idle animations for various characters.
- Bubbles and Friends EP 1020: Added finishing touches to existing animations.
- Utilized Maya's Game Exporter to successfully prepare animation for rendering team.
- Worked collaboratively while managing my time efficiently.
- Implemented feedback to refine my animations.

Collaborative Experience

The Lumberjack and the Woodpecker

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 to enhance believability; created a written guide and asset package for team members.
- Communicated effectively in a remote manner.

The King and the Pawn

08/2020

3D Animator

- Provided additional animation.