

Nick Whitmire

Layout Artist/ Animator

Contact:

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My primary goal is to work in feature films with a creative team.

Skills/Programs

- Experienced in using these 3D applications: Maya, 3dStudio Max and XSI Softimage
- Well versed in using editing programs such as Vegas, Premiere and After Effects
- Very pro-active with team communication and driven about creating personal short films and artwork
- Strong knowledge of a studio pipeline from concept to delivery

Experience- Work

Blur Studio (July 2006-present)

- Venice, CA
- Lead Animator/Layout Artist
- Creating animations and scene layouts for game commercials and game cinematics.

Tigar Hare Studios (May 2005- June 2006)

- Sherman Oaks, CA
- Lead Animator/Layout Artist/Rigging Artist
- Created animations for commercials and game cinematics.

Lawrenceville Animal Care Center (September 2003-May 2004)

- Lawrenceville, GA
- Veterinary Technician
- Preparing for routine surgeries, facility cleaning, lab work and assisting doctors with appointments. Maintaining multi-tasking work habits.

Education

Full Sail Real World Education

Winter Park, FL

Associate of Science Degree in Computer Animation

Graduation Date: December 16, 2005

Awards: Advanced Achievement Award

Honors

2009 Gnomon Masters Class teacher for animation online course

2007 National Association of Broadcast promotional speaker for Autodesk

2004 Atlanta Toyota School Scholarship

