



JOHNATHAN CUMMINGS

3D ANIMATOR

jcanimator3d@gmail.com

www.jcanimator3d.com

CREATIVE

- Character Design creation pipeline in Blender
 - Modelling characters and props/ environments
 - Rigging
 - Animating characters and props
- Receiving feedback and amending revisions to deadlines.

TECHNICAL

- Strong understanding of After Effects, Blender and Maya, solid fundamentals in Flash, Logic Pro and Photoshop.
- Strong understanding of Animation Principals
- Understanding of production pipelines from Concept to final Render.

COLLABORATION AND COMMUNICATION

- Collaborated with solo clients to create animations including fully articulated and animated characters, logos and props.
- Reaching production goals using time management of time sensitive schedules.

ABOUT

Animation graduate from NUA, looking to join a team in animation. Enjoys bringing characters and scenes to life. Analytical and constantly developing and willing learn more. A completionist at heart to achieve goals to a high standard and has sharp eye for detail.

SOFTWARE

- After Effects
- Blender
- Maya

EDUCATION

NextGen Skills Academy - Blue Zoo

Accelerate in Animation

Norwich University of the Arts (NUA)

BA (Hons) Animation

East Surrey College

National Diploma in Art Design and Media

WORK

Freelance Commission,

Logo Creation and animated to brief.

Freelance Commission, (Paid)

Character Design, Modelling, Rigging and Animating maquette for client.