

CHANCE KEARL

Character Animator

Character animator with a fusion of artistic ability and technical expertise. Proficient in Maya, hand keyed animation, character rigging, Python, C/C++, and Linux/Unix. I bring a creative problem-solving approach to the technological and artistic challenges in animation.

EDUCATION

Brigham Young University - Center for Animation, Provo, UT

Bachelor of Science: Computer Science - Animation 2023

AnimSchool, Provo, UT

Character Animation Certificate Fall 2025

WORK EXPERIENCE

Spacestation Animation, Layton, UT

Character Animator *June 2024 - Aug 2024*

- Created hand keyed animation for animated shorts garnering millions of views
- Created calisthenics animations to test rig capabilities and provide feedback to the rigging team
- Created pose libraries for our characters
- Implemented notes and feedback into my shots
- Export shots for Unreal Engine implementation

BYU Center for Animation, Provo, UT

Character Animator | Rigger | Tech Artist *Apr 2022 - Jan 2024*

- Created hand keyed animation and implemented feedback from the Director and Leads
- Created proprietary scripts and tools to support animators and riggers
- Worked with the pipeline lead to maintain animation specific tools and scripts with Python on Linux OS and iterated with animator feedback
- Created documentation and provided technical support for other animators
- Collaborated with a team of 10 animators and 5 riggers to break through technical limitations
- Assessed and developed solutions to character rigs, pipeline scripts, and animators workflow
- Researched and developed multiple key components for our characters and props
- Used Shotgrid to organize tasks, for animation, rigging, tool building, and shot creation and set up
- Worked with a proprietary Linux pipeline

CONTACT

(801) 710-3714

chancekearl.com

chancekearl@gmail.com

[linkedin.com/in/chancekearl](https://www.linkedin.com/in/chancekearl)

github.com/chancekearl

CODING PROJECTS

C Linux Shell

C++ Raytracer

Python OpenGL Renderer

Source code available on GitHub

<https://github.com/chancekearl>

SKILLS

- C/C++, Python, MEL, PyQt
- Unix/Linux
- Keyframe Animation
- Character Rigging
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Shotgrid
- Autodesk Maya
- Microsoft Office
- Linear Algebra, Physics, Calculus
- Unreal Engine
- UE5 Anim State Machines
- UE5 Anim Blendspaces

AWARDS

Student Oscar | Student Emmy | Rookies – Winner
Student Accomplice

Student Emmy – Winner
The Witch's Cat