CHANCE KEARL

chancekearl.com • chancekearl@gmail.com • linkedin.com/in/chancekearl

Recent Computer Science: Animation graduate with a fusion of artistic ability and technical expertise in. Proficient in Character Animation, Maya, Python, and MEL scripting languages, I bring a creative problem-solving approach to the technological and artistic problems of animation. Eager to contribute my skills and passion for animation to a team at the forefront of animation, innovation, and story-telling.

EDUCATION

BRIGHAM YOUNG UNIVERSITY – CENTER FOR ANIMATION   **Provo, UT**
Bachelor of Science in Computer Science: Animation Emphasis   *Dec 2023*

WORK EXPERIENCE

BYU Animation   **Provo, UT**
Animator   *Apr 2022 - Dec 2023*

- Gained expertise in using industry-standard CG character animation software: Autodesk Maya
- Worked within a production pipeline on a completed short film, *The Witch's Cat*, College Television Award (Student Emmys) Nominee
- Developed and worked within *The Witch's Cat*'s visual style
- Used Shotgrid to manage multiple project tasks, including character animation, file creation and setup, rigging, and tool building
- Provided technical support by troubleshooting and solving file issues, rig issues, and proprietary pipeline issues
- Skilled in using the Graph Editor to manipulate keyframes and curves to create believable movement
- Integrated inputs from professors, leads, the director, and other animators on my team
- Worked with animators to rig and maintain multiple body and prop rigs for use in Maya and Unreal Engine
- Worked with the pipeline lead to maintain animation specific tools and scripts with Python and adapt them to changing requirements

BYUtv   **Provo, UT**
VFX Artist   *Mar 2021 - Apr 2022*

- Ingested files from various vendors for implementation and use in a variety of live action projects
- Created effects in Houdini including cloth and grain simulation
- Pulled keys, replaced backgrounds, fixed frames, tracked, and roto'd for in Nuke

ADDITIONAL SKILLS

- Scripting and automation in Autodesk Maya
- Adaptability in learning new pipelines, styles, proprietary software, and tools
- Python, MEL, C/C++, Java
- Linear Algebra, Physics, and Calculus
- Working knowledge of Adobe Creative Suite
- Programmed a Ray Tracer in C++ using Object Oriented Programming