



Software experience  
Maya, Photoshop, Unreal Engine



## Samuel Wilkes

Animator and Animation Supervisor

With over a decade of experience in the Animation industry, I have honed my skills and expertise in creating captivating and memorable content for film and television. I have worked with esteemed clients such as Dreamworks, Nickelodeon, and ABC, and have held key roles such as animation director, delivering highly acclaimed projects. My expertise lies in the realm of 3D animation, and I have also explored the exciting world of VR/AR and game engines, demonstrating my versatility and adaptability.

My passion lies in bringing characters to life, bringing out the illusion of reality and captivating the audience with memorable experiences. I believe in the power of media as a story-telling tool and am constantly seeking new and innovative ways to push the boundaries of this art form.

### Contact Details :

(+64) 22 1035 772  
SamuelJWilkes@gmail.com

### Education:

Diploma in Advanced 3D Animation

### Pukeko Pictures

IP development  
Animation, Modelling, Rigging, Scripting  
(December 2019 - Current)

- Supervised animation across multiple IP's and played a key role in developing projects
- Worked on projects for clients such as Mercer Mayer, Nickelodeon, and Dreamworks, creating and refining short animation pieces to engage potential investors.
- Animated segments for vendors on a Magic Leap VR experience, contributing to the development of immersive virtual reality content.
- Built an animation library for upcoming shows, setting the tone and style for future projects.
- Developed show animation styles and character acting decisions, elevating the overall quality and appeal of the animation.
- Managed rigging assets and provided rigging fixes, while also scripting tools to improve workflow for other animators.
- Worked on projects that relied heavily on game engines, using them as a renderer and shot sequencer, and developing elements of the project within the engine.
- Utilized coding languages such as LUA, Python, and Mel as necessary to support project needs and delivery time frames



## Kiddets

Animation Director (December 2017 - December 2019)

- Animation Directed a remote team of animators, effectively communicating through video calls, video drawovers, and written notes.
- Led a diverse team of animators speaking multiple languages, utilizing visual methods of feedback for maximum effectiveness.
- Collaborated closely with directors, sharing responsibilities and tasks as needed.
- Built a comprehensive pose and animation library from scratch, providing resources for animators and previs artists.
- Created and animated performance and poses for the library, to be used for repeating actions across episodes or shows.
- Completed previs on multiple episodes, laying out the animation and visualizing the story.
- Provided rigging and asset feedback, ensuring the highest quality and consistency in animation.

## Studio Local

### Birds Eye View

Animator (May 2021 - October 2021)

- Worked as an animator among a small team, responding to the directors feedback
- Thoroughly enjoyed getting back into an animation role where animation was my only priority
- Gained favour with the director and was offered future opportunities on similar projects

## Pepper Creative

VR generalist (October 2017 - November 2017)

- Was in charge of Animation and creating 3d assets over a variety of projects
- Animation involved creating loops and cycles to be called on within an ar/vr experience
- Assets and animation needed to be compatible with unity
- Projects were for clients such as Fisher and Paykal, DeLaval and an Augmented reality show piece

## Yukfoo

### Palau Pledge

Animation Lead and Modelling artist (September 2017)

- Animated majority of shots
- Assisted and supervised other animators
- Modelled main character and assisted with rigging.



Giggle And Hoot  
Animation Lead (August 2017)

- Animated most of the scenes
- Assisted and supervised other animators



Huhu Studios

Mosely  
Animator (July 2017)

- Animated cycles and character performances to add into the animation library to be called on throughout the show production



Sindbad and the 7 Galaxies  
Animation Lead and Animation Director (2016 - 2017)

- Started out as an animator in 2016 and moved to animation supervising and directing in 2017.
- Animated as well as directed to keep the show on track
- Animation involved both full body action and emotionally driven performances
- Animation was done on a vast variety of characters with a varying amount of limbs and facial features.
- Animation Directing involved reviewing shots, organising dailies and writing up feedbacks.
- Crew was inhouse, making it easier to give visual and verbal feedback
- Other responsibilities included liaising with modelling, lighting, rigging and effects to make sure animation ran smoothly between departments
- Worked alongside director and head of production, having a large impact into creative decisions



Flux animation Studio

25April  
Animation artist (2015)

- animation was done with 3d characters against 2d backgrounds
- Character performances involved subtle and full body acting in a realistic animation style.
- Animated on a lot of the more complex shots involving multiple characters and characters swimming
- Assisted other animators with their shots



Wiki the Kiwi  
Animation artist (2015)

- Animation was in a stop motion style within maya.
- Worked alongside the animation supervisor and director



Huhu Studios  
Beast of Burden/Mosely Trailer  
Modelling artist and sculptor (2014)

- Modelling included creating set pieces and props.
- Sculpting included adding details and refined shape to the assets and set pieces



VeggieTales  
Animator and Modelling artist (2010 - 2014)

- Animated primary and secondary characters
- Animation relied heavily on a good facial performance on top of basic shapes
- Animation on secondary characters were mainly quadrupedal animals and sometimes birds and bipedal characters.
- Created a good foundation for the animation principles as the main characters were simple shapes (Basically bouncing balls with faces)
- Modelling Included any sets, props, costumes or new characters
- Assisted with rigging on multiple occasions



File Zero  
Animator (2014)

- Animated large portions of the final three episodes
- Animation involved full body acting and emotion driven performances.



Peekaboo - pilot episode  
Animator and Modelling artist (2013)

- Animated opening sequence
- Modeled main male character and some set pieces

Contact Details :  
(+64) 22 1035 772  
SamuelJWilkes@gmail.com