


# STEVEN J. ELLIS

ANIMATOR | GAME DEVELOPER | DIGITAL ARTIST

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## EXPERIENCE

### Adjunct Professor - Intro to 3D Animation (Summer Program) Lesley University

 2023 - 2023  Cambridge, MA

- Educated students on the 12 Principles of Animation and how to navigate Maya for animation
- Made frequent rounds around the class to assist students on the current lesson
- Guided a class through a major project, which was showcased during a presentation to their families and faculty

### Storyboard Artist NWS Productions

 2022 - 2023  United States - Remote

- Presented completed and polished storyboards to the team for constructive feedback
- Enthusiastically engaged in team meetings, providing positive and constructive feedback to people's work & outlined how to improve their work.
- Promoted a safe environment, where everyone felt encouraged to share resources, ask for advice on their work, and to establish healthy working relationships with one another.

### Animator & Game Developer Team 7 Lives

 2016 - 2017  Nashua, NH

- Executed complex animations for every game asset the studio owned
- Contributed towards level design and game UI, making creative suggestions for challenges that were implemented to success.
- Formulated designs for the main player character, as well as boss character concepts which were finalized and implemented.

### Graphic Designer & Website Developer (Internship) ProActive Travel, LLC.

 2016 - 2016  Nashua, NH

- Maintained the company's website & made updates with new pages & blogs per founder & CEO's requests
- Created accessibility features to increase navigability
- Edited video advertisements used and implemented them onto the site & video sharing sites

## EDUCATION

### Professional Certificate in 3D Art & Animation

#### The Pixels and Polygons School

 2018 -2021  Boston, MA

### Bachelor of Arts in Game Design & Development

#### Southern New Hampshire University

 2013 -2017  Manchester, NH

## SKILLS

3D Animation	Maya	3ds Max
Blender	ZBrush	Substance
Photoshop	After Effects	Illustrator
Unreal Engine	Unity	Rigging
Storyboarding	Animation Cleanup	
Animatics	Rendering	Blocking

## STRENGTHS



### Creative Thinking

Conceptualized and brought to life unique animations for games, movies and advertisements.



### Team Leadership

Led creative teams in successful projects, with notable accomplishments in increasing collaboration, morale and efficiency.



### Results Oriented

Implemented and collaborated on design and mechanic changes, leading to significant increases in team efficiency and public recognition.

## PASSIONS



### Gaming

Avid gamer, with a keen eye for mechanics, art style, narrative and animation techniques.



### Film

Media lover, watching for animation, visual effects, narrative direction and themes. Crucial for my role as an animator.



### Digital & Traditional Art

Enjoys creating art of all kinds, enhancing my understanding of creativity and visual aesthetics.