

STEVEN J. ELLIS



✉ sellisanimates@gmail.com  sellisanimates.com  [Steven Ellis - LinkedIn](#)  Boston, MA

Experienced animator and digital artist. Possesses a strong creativity and drive to bring projects to life, with an innate passion for movies and games of all kind. Seeking a new and exciting opportunity that challenges me to improve every day.

CORE SKILLS

2D & 3D Animation, Game Design, Motion capture, Graphic Design, Video Editing, Storyboarding, Pre-vis & cleanup, Rendering, Cinematography

SOFTWARE

Maya, Unreal, Unity, ToonBoom Harmony, Illustrator, Photoshop, After Effects, Blender, DaVinci Resolve

PROFESSIONAL EXPERIENCE

Unreal Animator

Knight Bear Studios

 May '25 - Present Day  Remote

- Blending motion capture and hand animation to construct first person cutscenes, within the Unreal Engine
- Assisting in capturing and cleaned up motion capture animations using Unreal Engine's animation tools
- Providing detailed storyboards, animatics, and multiple clean passes for cutscenes, and applying constructive feedback during regular meetings

Adjunct Professor of 3D Animation

Lesley University

 Summer '23  Cambridge, MA

- Demonstrated the 12 Principles of Animation and how to navigate Maya for animation
- Made frequent rounds around the class to assist students on the lesson
- Challenged students with a final project, and showcased their work to their families and faculty

Storyboard Artist

NWS Productions

 Sep' 2022 - Sep' 2023  United States - Remote

- Presented completed storyboards to the team for constructive feedback
- Partook in team meetings, providing positive and constructive feedback to people's work
- Experimented with a variety of camera angles, shots and perspectives to convey an intended emotion and/or action at every moment of production

Game Animator

Team 7 Lives

 Sep' 2016 - Apr' 2017  Nashua, NH

- Created seamless animation cycles to be used in a game
- Contributed towards level design and game UI, making creative suggestions for challenges that were implemented to success
- Recorded and edited the official game's trailer using Premier Pro and After Effects

EDUCATION

BA - Game Design & Development - [Southern New Hampshire University](#)

 2013 -2017 Manchester, NH

Professional Certificate in 3D Art & Animation - [The Pixels and Polygons School](#)

  2018 -2024 Newton, MA

RELEVANT CAPABILITIES

- Ability to teach basic art and animation - Currently offer private tutoring for teens and young adults
- Strong attention to detail
- Highly collaborative and am patient with others
- Comfortable in high pressure environments with rigid deadlines