# Chelsey Lanthier

3D ANIMATOR

## PROFILE SUMMARY

I am a 3D Animator with a creative view on telling a characters story through their actions and expressions.

I love to be able to pull on heart strings to make the characters really come alive.

#### RELEVANT SKILLS

Maya ShotGrid Motion Capture Animation 3D Keyframe Animation

#### CAREER HISTORY

## **Sinking Ship Entertainment**

3D ANIMATOR - MARCH 2025 - DECEMBER 2025

- Worked through shots using ShotGrid from blocking through fixes.
- Received regular critique and applied revisions given by my supervisor/leads
- Regularly met weekly deadlines as demanded with production schedule

## **Sinking Ship Entertainment**

JUNIOR 3D ANIMATOR - AUG 2022 TO FEB 2023

- Received regular critique and applied revisions given by my supervisor/leads through attending weekly meetings
- Matched characters to image plane and acted within a live character environment.
- Researched and referenced animal form to use within my animations.

#### **Bardel Entertainment**

JUNIOR 3D ANIMATOR - OCT 2021 - FEB 2022

- Worked through shots using ShotGrid from layout through to secondary.
- Received regular critique and applied revisions given by my supervisor/leads
- Worked within the Layout team setting up shots and camera movements.
- Worked with the Revision team and edited shots from directors notes to completion.

## **Brown Bag Films**

ANIMATION REVISIONIST / LAYOUT ARTIST - APR 2023 - APR 2024

- Received regular critique and applied revisions given by my supervisor/leads through weekly revision planner and attended regular meetings
- Created pose library material for show
- Worked within the Layout team setting up sets and camera movements

#### **Snowball Studios**

JUNIOR 3D ANIMATOR - MAR 2022-JUNE 2022

- Received regular critique and applied revisions given by my supervisor/leads
- Worked through shots using ShotGrid from layout through to secondary.
- Used various different styles of animation working from cartoon to Mocap data.

# ACADEMIC BACKGROUND

# **Centre for Arts and Technology**

ANIMATION FOR GAME, FILM, AND VISUAL EFFECTS 2019-2021

• Graduated with a 90% grade average throughout my program

# **WORK WITH ME**

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