

# Ira-Manasseh Thomas

## 3D Character Animator

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### Qualifications

#### Summary

- Exhibits strong skills in creating organic motion and animation in Autodesk Maya
- Possesses a solid understanding of the twelve principals of animation
- 5 years of experience in animation and game development
- Bears solid, basic skills in rigging in Autodesk Maya.
- Displays a solid understanding of character rigging and human anatomy.
- Bears solid computer skills, and working knowledge of Microsoft applications, microcomputer technology and networking.
- Strong internal and external communication skills.
- A team player and coachable.
- Exhibits excellent communication and organizational skills.
- Possesses a strong, dependable work ethic and dedication to performing tasks with proven excellent.
- Bears solid skills in Adobe programs including Photoshop, After Effects, and Premiere Pro.
- Bears solid skills in Affinity programs Affinity Designer, Photo and Publisher.
- Works efficiently in a fast-paced environment.

#### Software Skills

Autodesk Maya, Unity, Unreal Engine, Adobe After Effects and Premiere Pro, Adobe Photoshop, Motion Builder, Affinity Designer, Affinity Photo

#### Education

2015 – 2018    Richland College    Dallas, TX

**Associate of Applied Science**

**Interactive Simulation & Game Technology**

**Artist/Animation Specialization**

2011 - 2015    Texas Connections Academy @ Houston    Dallas, TX

**High School Diploma**

## Professional Experience

July 2019 – Current      Richland College      Dallas, Texas

### **Adjunct Faculty, 3D Animation Professor**

- Responsible for creating curriculum based on the 12 principals of animation and demonstrating and teaching them to the students.
- Graded assignments from students and provided them with feedback on how to continue to improve their animations.

February 2021 – April 2021      Hurst Digital      Dallas, Texas

### **Freelance Animator**

- Responsible for creating animations from storyboards and scripts from clients
- Assisted in animation layout, previsualization, and blocking.
- Created animations in Autodesk Maya

September 2019 – March 2020      Element X Creative      Dallas, Texas

### **Freelance Animator**

- Responsible for creating animations from storyboards and scripts from clients
- Assisted in animation layout, previsualization, and blocking.
- Cleaned up motion capture data in Autodesk Maya

July 2018 – May 2019      Groove Jones      Dallas, Texas

### **3D CGI Artist**

- Responsible for creating animations from storyboards and scripts from clients.
- Cleaned up motion capture data in Motion Builder
- Assisted in animation layout, previsualization, and blocking
- Assisted in mocap sessions and directing