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Ira-Manasseh Thomas

3D Character Animator

Qualifications Summary

- Exhibits strong skills in creating organic motion and animation in Autodesk Maya
- Possesses a solid understanding of the twelve principals of animation
- 7 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 – December 2021   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