

NICK FESS

CHARACTER ANIMATOR

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nickfess.art

Skills

■■■■	3D Character Animation
■■■■	2D Character Animation
■■■■	Quadruped Animation
■■■■	2D Puppet Animation
■■■■	2D Character Rigging
■■■□	3D Character Rigging
■■■■	Storyboarding
■■■■	Layout
■■■■	Leadership
■■■■	Communication
■■■□	Concept Development

Software

■■■■	Maya
■■■■	ToonBoom
■■■■	After Effects
■■■■	Animate
■■■■	Clip Studio Paint
■■■■	Flow
■■■■	WebCC
■■■□	Z brush
■□□□	Illustrator
■■■□	Photoshop
■□□□	Unreal Engine



Employment

Freelance Animator - Independant Contractor

Febuary 2025 - Present

- Delivered high quality animation and art assets on fast paced projects.
- Studios worked with: Hero4Hire, Space Monster, MOtR, Leonic Animation, Tye St. Animation, and Coconut Head Animation

Animation Director - Primal Screen

March 2021 - October 2024

- Lead and directed teams of animators on a variety of 2D and 3D productions.
- Communicated directly with clients and implemented feedback to meet the highest standard of quality

Animator - Primal Screen

August 2017 - March 2021

- Animated 4-6 seconds of quality animation a week.
- Worked closely with 2D and 3D directors as a key team member
- remained current with technology and best practices.

Education

Savannah College of Art and Design

June 2017 Magna Cum Laude

Bachelor of Fine Arts in Animation

Experience

City of Atlanta/F.I.L.A. 2026

Animator, Layout Artist, and Rigger

Twilio Signal: The Final Frontier

Animator and Layout Artist

Book Drop

Animation Director, Rigger, and Animator

Santa Sleigh Bell Mishap: Bogies to the Rescue

Animator and Rigger

Auntie Anne's Nugg Bowl

Animation Director, Animator, Storyboard Artist, Layout Artist, and Rigger