

NICK FESS

CHARACTER ANIMATOR

937.478.6366

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nickfess.art

Skills

| | |
|------|----------------------|
| ■■■■ | Quadruped Animation |
| ■■■■ | 2D Puppet Animation |
| ■■■■ | 2D Character Rigging |
| ■■■□ | 3D Character Rigging |
| ■■■■ | Storyboarding |
| ■■■■ | Life Drawing |
| ■■■■ | Leadership |
| ■■■■ | Communication |
| ■■■□ | Concept Development |

Software

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



Employment

Freelance Animator

February 2025 - Present

- Delivered high quality animation and art assets in fast paced environments.
- Worked diligently and efficiently to meet client needs within project scope.

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

Click it or Ticket: Anime Universe

Animation Director, Animator, Storyboard Artist, Character Designer, and Illustrator

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