

MAXWELL SMITH

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Profile

Recent Ringling College of Art and Design graduate with a bachelors in computer animation with experience in creating and producing animated features. Proven ability to work well in groups and collaborate with others to reach a common artistic goal. Experience in utilizing the full animation production pipeline to produce animated features and graphic art. Experience in a range of 3D modeling and editing software. Supportive of a positive attitude and a willingness to learn new programs and techniques.

Skills

-Adobe Suite	-Texturing and lighting	-Storyboarding
-Autodesk Maya	-3D Modeling and Rigging	-Graphic Design
-3D and CG Animation	-Video editing and compositing	-Printing

Experience

Freelance artist / scene composer

Box Head (Youtube Channel), Atlanta GA, April 2025 - Present

- Rendered backgrounds according to instructions in drawing brief utilizing Pro-Create
- Designed caricatures of people in the Box Head style
- Composited scenes utilizing the backgrounds and characters according to the drawing brief with Adobe Photoshop.
- Coordinated with groups to efficiently divide work load and produce videos in a timely manner

Freelance 2D / 3D Animator

Animated pitch for Temple University, Philadelphia PA, March 2024 - August 2024

- Storyboarded scenes to demonstrate how a new machine would function and relate to an app
- Utilized Autodesk Maya / Blender to model the machine and animated components of it to demonstrate how it would work
- Utilized Adobe Animate to depict the efficacy of the machine with a character in an exaggerated cartoony manner

Freelance Video Editor

Flank (Youtube Channel), Atlanta GA, June 2023 - Present

- Animated visuals and demonstrations for videos including looping backgrounds, titles and infographics utilizing Adobe Animate
- Trimmed raw video files and removed bad takes from final project utilizing adobe premiere
- Compiled raw footage, cut unnecessary media, synchronized audio / FX and render final media

Computer Animator (Schooling)

Ringling College of Art and Design, Sarasota FL, August 2019 - May 2022

- Modeled and textured five bipedal characters / various environments and props, rigged and constructed characters, animated pose to pose animation.
- Utilized every step of the animation pipeline to produce 30 second animated features according to industry standards.
- Demonstrated movement of weight using animation principals using Autodesk Maya.
- Adjusted lighting and composited CG elements in rendering the final product.

Education

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts, Computer Animation: May 2022

Major: Computer Animation, GPA: 3.14/4.0, I Dean's Scholarship

Residence Assistant Experience, RCAD, 2020 - 2022