

THOMAS HARDY: Animator

(407)-607-9263 - 01Hardyboy@gmail.com - www.hardythomas.weebly.com

---Industry Experience---

- Personal Project- Save The Hero** Oct 2015 - Current
- All Positions
- <http://savethehero.weebly.com/>
- DSVolution- Agents Of Mayhem:** Jun 2016 - Sept 2016
- Temp 3D Character Animator
- <http://www.aomthegame.com/>
- STEAM- Pirates Vikings and Knights II:** Aug 2014 - Dec 2014
- 3D Character Animator
- <http://store.steampowered.com/app/17570/>
- Large Scale Application Prototype:** Mar 2014 - Jun 2014
- Lead 2D Artist
- Bit Evolution Runner:** May 2014
- Level designer
- NOW that's what I call cyborgs:** Aug 2013 - Dec 2013
- 2D Animator and Pixelist
- <https://www.facebook.com/NOWThatsWhatICallCyborgs?fref=ts>

---Education---

- Full Sail University:** Sept 2012 - Aug 2015
- Bachelor of Science Degree Game Art
- GPA: 3.78
- Valedictorian
- Central Maine Community College:** Aug 2010 - May 2012
- Associates in General Studies
- GPA: 3.47
- Graduated With Honors

---Skills---

Keyframe 3D Animation
3D Modeling
Character Rigging

High Polly Modeling
Pixel Artist
GML scripting

---Software---

MAYA ★★★★★☆
Photoshop ★★★★★☆
Unity ★★★★★☆
Unreal 4 ★★★★★☆

GameMaker: Studio ★★★★★☆
Motion Builder ★★★★★☆
Blender ★★★★★☆
ZBrush ★★★★★☆