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2017450128

STEVE NORDT

ANIMATION DIRECTOR



PROFESSIONAL SUMMARY

Accomplished 3D Animation Director with over 13 years of experience driving the creative process for high-quality test commercials and cinematics. A graduate of William Paterson University with honors and further specialized in advanced character animation through Animation Mentor, I serve as a creative partner in the development of commercial content, providing strategic input and creative solutions to enhance story comprehension and flow. At 321Launch, I have led teams, collaborated with motion capture actors, and delivered authentic, compelling performances. I am now seeking new opportunities to leverage my storytelling expertise and leadership skills within the animation industry for continued growth.

EMPLOYMENT HISTORY

JAN 2019 - PRESENT

Animation Director, 321 Launch, New York City

- Animate and oversee test commercial spots, ensuring high-quality previsualization results.
- Direct motion capture actors, creating engaging performances for character animations.
- Collaborate with departments to solve story comprehension issues, enhancing commercial flow.
- Communicate with modelers, riggers, and editors to present top-quality work to the creative director.
- Foster seamless interdepartmental synergy, orchestrating cohesive workflows that optimize production efficiency and enhance creative output.

AUG 2011 - DEC 2018

3D Lead Animator, 321 launch, New York City

- Led 3D animation projects, pioneering cutting-edge techniques that elevated visual storytelling and set new industry standards.
- Streamlined animation workflows, reducing production time and enhancing team efficiency for timely project deliveries.
- Fostered cross-functional teamwork, aligning creative vision with technical and time constraints to produce cohesive, high-quality animations.
- Meticulously refined character movements and expressions, ensuring lifelike animations that captivated audiences and clients alike.
- Optimized animation workflows, significantly reducing production timelines while maintaining high-quality output and meeting project deadlines.

MAY 2011 - JUL 2011

3D Animator, Nathan Love, New York City

- Collaborated on video game cinematic, animating background characters to enhance scene realism.
- Contributed to a project that improved the visual storytelling of the game.
- Developed animation skills using industry-standard software, enhancing technical proficiency.
- Resolved animation issues, ensuring smooth character movements and scene consistency.

SEP 2010 - JUN 2011

Substitute Teacher, Garfield Board of Education, Garfield, New Jersey

Implement lesson plans provided by the regular teacher, ensuring continuity in classroom instruction

Manage classroom behavior and maintain a positive, productive learning environment

Monitor and supervise students during instructional and non-instructional periods, such as lunch and recess

Communicate with school staff regarding student progress, issues, and needs

EDUCATION

SEP 2010 - JUN 2011

Certificate in Character Animation, Animation Mentor

Completed the Advanced Character Animation program, honing skills in conveying emotion and realistic motion, distinguishing my expertise from 3D generalist roles.

SEP 2008 - MAY 2010

Bachelor's Degree in Fine Arts, William Paterson University of New Jersey, Wayne, NJ

Graduated with Magna Cum Laude honors.

SEP 2005 - MAY 2007

Associate's Degree in 3D Animation, Bergen Community College, Paramus, NJ

SKILLS

3D Animation



Maya



Adobe Photoshop



Adobe After Effects



Video Editing



Motion Builder



Character Animation



Motion Capture



Generative AI



Unreal Engine



Adobe Illustrator



2D Animation



Photography



Directing



ADDITIONAL INFORMATION

Customer Service Experience

STUDENT WORK EXPERIENCE

Several years experience in sales and customer service in businesses such as AMC Theaters, Linens N Things, Restaurant Depot, and Microcenter.

LINKS

[My Website](#)

[My LinkedIn](#)

[Demo Reel](#)