

**Harry © Farrar**  
Animator / Illustrator  
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## EDUCATION

Rhode Island School of Design | BFA in Animation | 2010 - 2014

## EXPERIENCE

Animator | Titmouse | July 2016 - Present

Animation and Layouts for Series "Son of Zorn." Responded to notes and adhered to production schedules.

Animator | ABCMouse | June 2016

Looping Flash Animation for game. Included Character, Environment, and prop animations. Repointed to Technical notes.

Lead Animator | Cosmic Toast Studios | July 2015 - February 2016

Lead animation on "Arion," an anime style tv movie hand-drawn in traditional animation.

Production Artist | High5Games | May 2014 - July 2015

Animation and Illustration using Autodesk Maya, After Effects, Photoshop, and Zbrush. Animated and painted "Winning Symbols" for Casino Games.

Animator | Cloud Kid Animation Studios | 2014

Animated Characters in "Nightmares and Daydreams," a trailer for a story book created by Jason Segel.

Animation Intern | Soup2Nuts | 2014

Participated in animation intern program. Worked on a section of the animated TV series "Word Girl" for PBS.

Pre/PostProduction Intern | Acme Filmworks | 2013

Clean up and Editing production called "Giants First Steps," a collection of the student films made by famous directors and producers

## RECENT FREELANCE

Character Design | Tabletop RPG Game | 2015

Tasked to Design the Races and Classes made playable in the game (World building). Responded to notes from Client.

Animator | Animation Block Party Intro | 2015

Opening Showcase animation for the Animation Block Party Film Festival. Animation Plays before all Film Reels.

## SKILLS

After Effects, Flash, Photoshop, Premiere Pro, Autodesk Maya, Dragon Stop Motion, Toon Boom Harmony Adv, Final Cut Pro, Pixologic Zbrush, Pro Tools LE ver. 10.

3D Experience includes UV Mapping, Animation, Rigging, Retopology

## AWARDS & HONORS

Society of Illustrators Honorable Mention | Junior Animation 2013

Epic Game Awards Semi-Finalist | "Gears of War" Illustration competition | 2012