Henry Farmer
Animator

henryfarmeranimation.com
HenryEdwardFarmer@gmail.com
650–229–4506

Experience

July 2018 – Present

Pony.ai — Image Data Annotator
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicated effectively in a team environment to increase productivity
- Used comparative analysis to establish conformity throughout projects
- Self QA assigned tasks prior to completion

May 2017 – June 2018

Apple Inc. via Apex — Data Imagery Editor (2D Environment)
- Efficiently identify and correct issues by annotating 2D imagery
- Optimize existing processes in order to meet client's goals
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicated effectively in a team environment to increase productivity
- Used comparative analysis to establish conformity throughout projects
- Self QA assigned tasks prior to completion

June 2016 – Aug 2016

Nimble Collective — Animation Intern
- Animated a character in Blender for the 3D short: Roadside Assistance
- Short went on to win *Best Animated Short* at the LA Femme Film Festival as well as other awards

July 2015 – Sept 2015

Takara Bio USA — Graphic Animation
- Animated a motion graphics piece to sell the company's new product, Lenti-X
- Used Sony Vegas and After Effects to create video

Dec 2014 – June 2015

ShrukenHeadMan Films — Animator, 3D Layout Artist
- Animated traditionally drawn effect animations
- Provided 3D layout files for rough animation teams
- Short went on to win Best Animation at the *Boston Independent Film Festival*, among many other awards

Education

Fall 2018 – Present

Animation Collaborative
- Open Focus Workshop with Michal Makarewicz
- Advanced Body Mechanics with Robb Denovan

Graduated May 2016

San Jose State University
- Bachelor of Arts in Animation/Illustration

Projects

Sept 2016 – Oct 2017

Twelve
Co-Director, Co-Producer, 2D Animator, Lead Compositor
Award winner: *Indie Suspense Horror Sci-Fi*, *Austin Under the Stars*, & *Feel The Reel International*

Skills

Autodesk Maya: Animation, Layout, Basic Modeling

Blender: Animation, Layout, Basic Modeling

Adobe CC: Adobe Flash, Photoshop, Illustrator, InDesign, After Effects

Video Editing: Sony Vegas