



Taylor Coon

(301) 974-2011

TaylorCoon247@gmail.com

www.taylorcoonportfolio.com

3D Character Animator

Education

Savannah College of Art
and Design
B. F. A | Animation
Graduated May 2021

Software

Autodesk Maya

Adobe PhotoShop

Blender

Zbrush

ToonBoom StoryBoard

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Skills

3D Animation

Modeling

Illustrations

Storyboarding

Texturing

Strong Communication

Creative Thinking

Organized

Dedication to Deadlines

Work Experience

UnScrolled / Internship

Sep 2022 - Present

Animator

- Responsible for animating various characters for game play and cinematic animation by using Blender for animation and Adobe Premiere for editing
- Participate in weekly animation meetings giving and receiving feedback
- Addressed and implemented all feedback in a timely manner to the lead animator's satisfaction

US Attorney's Office - DC / Internship

Jun 2021 - Aug 2021

Information Technology - Litigation Technology Section

- Created visual and audio artifacts to be used by attorneys during criminal trials by using various tools such as Camtasia for video editing
- Converted and transferred different electronic documents into various file formats such as image files (JPEG, PNG, TIFF, BMP), audio files and video files (Wave, Mp3, Mp4)
- Edited visual artifacts using editing software such as Camtasia
- Addressed and implemented all feedback in a timely manner to client's satisfaction

A Mother's Touch Doula

Illustrator

Jul 2020 - Aug 2020

- Created several illustrations to be used for advertisement on client's business website
- Designed captivating illustrations based upon minimal guidance from client
- Addressed and implemented all feedback in a timely manner to client's satisfaction

Collaborative Projects

The Lumberjack and

Sep 2020 - May 2021

The Woodpecker: Connor Bushoven

2022 NATAS Student Production Awards- Best short Fiction

- Created concept development for environment components
- Responsible for creating models for props and environmental objects
- Animated various scenes with more than one characters

BIG EYES, LITTLE CITY: Flint Cole

Mar 2020 - May 2020

- Developed visual designs for environmental objects
- Created a visual layout of the story by creating storyboards
- Modeled various environmental pieces

Se Vior (See Yourself): Aja Weary

Jan 2020 - Mar 2020

- Created Illustrations for environment components using Adobe Photoshop
- Conducted research and analysis of visual references and technical matters or 3D models for the film
- Created a visual layout of the story by creating storyboards