

George Smith

3D ANIMATOR

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3D animator with experience in Autodesk Maya, Unreal Engine, and a history of 2D animation skills. Interested in Gameplay Animation. Experience working collaboratively on 3D animation short films.

Experience:

Producer and Tech Lead | “Dinner for Two”

March - May 2026

- Streamlined pipeline for 3D and 2D animation into a hybrid film.
- Oversaw production inside of Unreal Engine, Autodesk Maya, and ToonBoom Harmony.
- Lead a group of 9 students to deliver quality work within a timely manner.

Studio Arts | Teacher’s Assistant

November 2019 – September 2021

- Coached students build portfolios to be accepted into Booker T. Washington HSPVA.
- Provided demos for students to improve their visual and technical abilities.
- Voiced critique and gave advice to both students and teachers to improve traditional drawings.

Education:

Savannah College of Art & Design

2023 - Present

B.F.A of Animation – 3D Character animation

- Mastered 3D animation skills within specialized courses focusing on collaborative and individual projects, with a focus on leadership skills and teamwork.

Skills and Abilities:

- Autodesk Maya
- 3D Character Animation
- ToonBoom Harmony
- 2D Animation
- Unreal Engine
- UE5 Cinematic Pipeline
- Adobe Certified