



GRANT HARRIS

-Head of Story-
-Story and Previz artist-

www.grantharris.net

CONTACT

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ADDITIONAL SKILLS

- Professional working experience in Concept design, Layout, Pre-viz, Post-viz, 3D and Traditional Animation.
- Proficient in Adobe Suite, Blender, ToonBoom, Maya, Unreal, and many more..
- Editing and animatic creation skills
- Multilingual – fluent in English and French

PROFESSIONAL EXPERIENCE

2020-2023

House of Cool Studios

Head of Story - 'SNEAKS' animated film

Skills required:

Bidding, hitting deadlines, casting artists, creating launches, reviewing work, pitching sequences

Responsibilities:

- Provided bids for incoming sequences, new changes, and required revisions.
- Set check-in milestones, reviewed and provided feedback to artists work at appropriate times.
- Provided direction, guidance, and support to story team
- Met regularly with director and producer to discuss story and what was needed to better prepare launches for the story team.
- Handled challenging or complicated sequences when needed.

Story Artist - 10 Lives, Scoob Holiday Haunt

Responsibilities:

- Meet with director, producers, and supervisors to discuss sequence launches
- create storyboards for assigned sequences on time
- pitch sequences back to the story and leadership team. Discuss and make all requested and necessary revisions.

2020-2022

Cinesite Studios Inc

Story Artist - Animal Farm, Addams Family 2, Paws of Fury, Hitpig, Riverdance

Responsibilities:

- Meet with director, producers, and supervisors to discuss sequence launches
- create storyboards for assigned sequences on time
- pitch sequences back to the story and leadership team. Discuss and make all requested and necessary revisions.
- Handled shots requiring elaborate CG cameras with storyboards

2019

Trixter studios

Art dept. Concept Artist - Shang Chi, Ghostbusters: Afterlife, Sonic the Hedgehog, Captain Marvel

Responsibilities:

- Conceptualized initial character designs from text briefs.
- Evolved existing character designs to be able to give personality reference for animators.
- Provided drawovers of characters to aid rigging and modelling.
- Created storyboards for shots and sequences that needed to be created.

2016 - 2019

Trixter studios

On-site animation lead - Sonic, Captain Marvel, Spiderman, Guardians of the Galaxy 2

Responsibilities:

- Cast and supervised character animation shots to meet the desired look across the board.
- Worked directly with all other departments to achieve best results.
- Provided draw-overs of characters to aid rigging and modelling.
- Mentored and assisted the animation team and implemented animation tools and procedures

2018

Sony Pictures Imageworks

Senior Animator - Hotel Transylvania 3

Responsibilities:

- Keyframed animation shots
- Participated in reviews and did all revisions.
- Sculpted custom blendshapes for animation poses

2017

Industrial Light and Magic

Senior Animator - Ready Player One

Responsibilities:

- Keyframe animation on motion captured performances
- Participated in reviews and did all revisions.
- Camera layout of full CG shots

2013 - 2018

Mikros Image

Senior Animator - Sahara, Sgt. Stubby and Mune

Responsibilities:

- Keyframed animation of assigned shots
- Participated in reviews and revised based on feedback

2015

Double Negative

Senior Animator - Ant-Man and Geostorm

Responsibilities:

- Keyframed animation of assigned shots
- Participated in reviews and revised based on feedback

2015

Industrial Light and Magic

Senior Animator - Warcraft

Responsibilities:

- Animation over motion capture of assigned shots
- Participated in reviews and revised based on feedback

2013

ON Animation

Senior Animator and Layout Artist - The Little Prince

Responsibilities:

- Camera layout of sequences from storyboards
- Keyframed animation of assigned shots
- Participated in reviews and revised based on feedback

See more of my work and project history:

<https://www.linkedin.com/in/atomicgrant>



<https://www.imdb.com/name/nm1208546>



EDUCATION

2013-2014

Syn Studio Montreal

Continuing Education certificates in Digital Painting, Exterior and Interior Environments, Zbrush modeling

2002

Sheridan College of Applied Arts

Classical Animation Diploma - Certificate in Art fundamentals