

# Hayden Rance

A passionate and dedicated animator with 6 years of practice and a love for learning new skills and strengthening existing ones. Possessing a mind for both logical thought processes and creative thinking along with a keen eye for motion and a desire to tell stories.

## CONTACT

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## EDUCATIONAL BACKGROUND

### CENTRE FOR ARTS AND TECHNOLOGY

Kelowna, BC  
AFGVE (Animation for Films,  
Games, and Visual Effects) 3D  
Animation (Sept. 2019)

- 2 years of experience using Maya
- Strong understanding of general animation, character animation, and lip sync
- Adept with Photoshop, Premier Pro, and After Effects
- Experienced video editor
- Familiar with creating and working with blend shapes
- Excels at implementing Dynamic posing
- Well versed in making skeletal hierarchies and rigging them

## WORK EXPERIENCE

### Animator

Arcadia Virtual Reality Inc.  
November 2020 - April 2022

- Learned both Motion builder and Metahuman from scratch
- Creating character animation from motion capture data using Motion builder
- Performed clean up on motion capture data in Maya
- Communicating with production leads
- Assisted in establishing good pipeline flow throughout production

### Customer Communications

Recurve Solutions  
January 2022 - July 2022

- Researching small businesses to see if they would be in need of secondary co-packing
- Making cold calls to find potential clients and gauge their interest before connecting them to the sales team

## SKILLS & PROFICIENCIES

- Excel in organization, prioritizing, and time management
- Posses excellent communication skills
- Naturally skilled with problem solving, analytical skills and critical thinking
- Works well within a team as well as independently

