

DAVID JORDAN COX

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3D CHARACTER ANIMATOR

Animation Software | Character Concept & Development | Film, TV, Streaming, Gaming

An exceptional 3D character animator with a track record of completing projects punctually. Possesses expert-level knowledge of Autodesk Maya and Adobe Creative Suite, including After Effects, Illustrator, Photoshop, and Acrobat Professional. Skilled in layouts, blocking, texturing, and lighting. An experienced problem solver adept at transitioning between macro and micro detail-oriented tasks to ensure project success. Demonstrates a strong work ethic and excellent organizational skills. An articulate communicator who excels at fostering long-term relationships with clients. In search of a full-time position within an organization that values creativity and collaboration.

- Technical Animation Skills
- Storyboarding
- Virtual Camera Skills
- Digital Design
- Lip Sync
- Production Pipeline
- Virtual Reality (VR)
- Augmented Reality (AR)
- Unreal Engine (UE) 5
- CGI
- Gaming
- ShotGrid

PROFESSIONAL EXPERIENCE

DAVIDJORDANCOX.COM, Springfield, VA

Sep 2023 – Current

Freelance Character Animator/Illustrator/Logo Designer

- Collaborating with clients to understand their needs, requirements, and project objectives to produce visually stunning and engaging animations, illustrations and logos conveying the client's message and goals. Recent project, 3D Gameplay Cinematics Character Animator with Jim Gray Productions for an upcoming VR game using Maya and UE 5.

MAINFRAME STUDIOS, Vancouver, BC CANADA

Oct 2021 – Jul 2023

3D Character Animator (Film and Series on Netflix, Streaming on YouTube)

- Under the Leadership of the Supervisor and Leads, followed the established style of performance for three *Barbie* projects (Netflix animated film "*Barbie: Skipper and the Big Babysitting Adventure*", *Barbie: A Touch of Magic*" animated series Seasons one and two, and the "*Barbie Vlog*", a CG Web/ Apps streaming animated series).
- Collaborated with other team members to create and determine unique traits for *Barbie* characters and objects animated.
- Delivered assignments per project schedules and set quotas (100-120 frames per day).
- Ensured balance, composition, and timing requirements were implemented in a way to support the story and character performance.
- Interpreted and implemented notes and feedback from Directors, Supervisors and Leads in a timely and qualitative acceptable manner.
- Alternated between animating shots and fixing/correcting shots developed by other animation teams,
- Interacted respectfully and professionally with colleagues, staff members and clients.

ICON CREATIVE STUDIO, Vancouver, BC CANADA

May 2021 – Jul 2021

3D Character Animator (Independent Contractor – Weekly TV series)

- Worked directly under the Leadership of the Producer tackling the most challenging shots for the Disney Junior animated series T.O.T.S Season 3.
- Generated layouts, blocking and final polishing for over 50 shots for episodes 10 and 14. Translated storyboards to 3D shots establishing the virtual camera for each shot.

BLIPD, LLC, Sterling, VA USA
3D Animator (Mobile Gaming)

Jul 2018 – May 2021

- Animated over 50 Shopkins characters and 30 props for the AR mobile game, “*Shop & Seek*”, that can be played anywhere in the real world. Each digital Shopkins character was animated with a suite of twenty (20) unique moves (stand, turn, bop, walk, look left, look right, look up, hop, happy, spin, dance, fun, jump out, blink, weightshift, dangle, sit, bored).
- Established an animation model as a standard for all animators to follow while animating the Shopkins and Zoo characters.

DJC ART & ANIMATION, Springfield, VA USA
Freelance Animator/Illustrator/Logo Designer

Jun 2016 – Jun 2018

- Created several 3D character animations demonstrating movement, weight, personality, mood, and believability, using Autodesk Maya and Adobe After Effects. Developed, designed, produced, and delivered artistic visual logo designs and illustrations for various clients using Adobe Creative Suite.

EDUCATION & COURSES

Art Institute of Washington, Arlington, VA
Bachelor of Fine Arts in Media Arts and Animation with Distinction

Sep 2011 – Dec 2015

CG Riff Full Coaching Package
Worked with Animation Coach on shot planning and polishing

Mar 2023 – Apr 2024

ANIMATION AWARDS & CREDITS

Best Web/App Series (Branded) for Barbie Vlog (Mattel TV)
(KidsScreen Awards – Kids Digital Category)

2022 Team Award Winner

Barbie: “Skipper and the Big Babysitting Adventure”

Netflix animated film – Animator Credit (2023)

Barbie: “A Touch of Magic”, Seasons 1 & 2

Netflix animated series - Animator Credit (2023)