




Kendra Stout

Character Animator

 Seattle, WA

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 stoutart.com

Skills

Proficient in: Maya, DragonFrame, ToonBoom Harmony, Adobe After Effects and Premiere

Knowledge in: Key Frame Animation, Stop Motion Animation, Motion Capture Acting and Performance

Experience

April 2021 - Present

Icon Creative Studio - Vancouver, BC

Intermediate Animator

Worked as a key frame animator and worked as a layout artist.

Worked on *Firebuds* a Disney original and an unannounced project

Responsible for delivering 15 - 20 seconds of animation a week

Feb 2021 - March 2021

Falcon's Creative Group - Orlando, FL

Animator

Worked as a key frame animator and motion capture clean up artist

Worked on *Enchantimals* a Mattel original show

Responsible for delivering 5 - 10 seconds animation a day

Summer 2019

Aardman Studios - Bristol, England

Work Experience

Worked with Mat Rees in the CG Animation department

Worked on personal animations under Mat's mentorship

Spring 2019

The Rumour Mill - Matlock, England

Intern

Worked on Bexie Bush's short stop motion film *The Rumour Mill*

Fabricated props and assets, designed and printed 3D assets and painted sets

Projects

January 2020

Walkthrough - University of the West of England

Student film by Sofia Salt

Worked as Lead Stop Motion Animator

January 2020

Common Molly - University of the West of England

Student film by Georgie Ball

Worked as Stop Motion Animator

May 2019

Love Bugs - University of the West of England

Student film by Harriett Bradbury

Worked a Stop Motion Animator

Education

Sept 2018 - Jan 2020

University of the West of England - Bristol, England

Masters in Animation

June 2014 - June 2017

iAnimate - Online

Certificate in Character Animation

Sept 2008 - June 2013

University of Washington - Seattle, Washington

Bachelor of Fine Arts in DXArts & Bachelor of Arts in Anthropology