

# Paul Liam Kerr

## Senior CG Artist | Animation Director | Creative Designer

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## PERSONAL PROFILE & OBJECTIVE

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A UK based CG Generalist and Animator with 20 years of industry experience in Computer Generated Imagery, Motion Graphics & Visual Effects. A creative problem solver, highly adaptable and self-motivated, excellent organisational and interpersonal skills in working with other creatives - always eager to inspire and be inspired.

After years of successfully freelancing in the fields of 3D Animation, VFX and Motion Design in and around London, and having completed my debut animated short film, I am looking to shift into a full-time position. I am specifically open to hybrid in-studio opportunities and would be willing to relocate for the right role.

## CORE SKILL-SET

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- Character Animation & Animation Directing
- Rigging & Controls Set up
- Layout, Composition & Camera Animation
- Cinematic Lighting & Rendering
- 3D Modelling (Hard / Soft Surface)
- Shading & Texturing (node-based / procedural)

## ANCILLARY SKILLS

- Storyboarding & Concept Development
- Compositing & Motion Graphics
- Simulation
- Character Design & Illustration
- Tracking, Retouching & Image Manipulation
- A.I. Assisted Python Scripting

## SOFTWARE KNOWLEDGE / TOOLS

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- Autodesk Maya
- Unreal Engine
- Autodesk 3D Studio Max
- Autodesk Mudbox
- Chaos Vray
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Blender (working knowledge)
- Midjourney & RunwayML

## CAREER HISTORY – FREELANCE

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### DISCOVERY EDUCATION

July 2024 – Aug 2024

### Lead Animator / Rigger

Software: After Effects | Photoshop | Adobe Animate

Created the character animation portion of a series of 25 short art and design skills films for kids.

- Created a workflow of semi-automated lip-sync combined with a simple facial rig animated inside of After Effects. This efficiency made the animation feasible within a very tight time frame.
- Collaborated with an external artist to implement 3D rendered assets into the rig.
- Was solely responsible for the compositing, assembly, and delivery of all 25 final films.

## TRAIN OF THOUGHT STUDIOS

Jan 2024 – Dec 2024

### Director / Animation Director / CG Artist

Software: Maya | Vray | Unreal Engine | After Effects | Photoshop | SpeedTree

Completed my directorial debut short film: 'Teddy on the Edge' - a six minute feature-quality CGI character animation piece with a mental health theme, created in Maya and Unreal Engine 5. Directed a small team of 3D / 2D animators and technical artists. Currently navigating the film festival circuit with the goal of a premier in 2025.

- Designed, modelled, and groomed a set of four high-fidelity characters in Maya with Xgen.
- Developed a pipeline to integrate animated characters rendered in Vray into environments in UE5.
- Crafted a custom made environment using Unreal's Landscape tools, integrating volumetric clouds, complex shader trees, and ocean simulation powered by Fluid Flux and blueprints.
- Solely responsible for lighting, rendering in Vray, and compositing in After Effects.

## OPEN CREATES

July 2023 – Sept 2023 | Dec 2023 – Jan 2024

### Motion Graphics Lead

Software: After Effects | Trapcode Particular | Photoshop

Collaborated with top in-house creatives on a series of high-end pitches for Great Ormond Street Hospital. Created motion graphics parallax shots and a pop-up book style intro sequence, then continued onto a second pitch for the Outernet 8K screen space outside Tottenham Court Road station. Won 2nd prize in the charity category, winning GOSH £75K's worth of free DOOH media space.

- Created complex parallax camera shots by converting still images into 2.5D environments.
- Set up a virtual representation of the real-world multi screen setup to visualise the result.

## MIDDLE TABLE PRODUCTIONS

Sept 2022 – Oct 2022 | Jan 2023 – Feb 2023

### Lead Animator / Motion Graphics Artist

Software: Maya | 3DS Max | Vray | After Effects | Photoshop

Worked in tandem with the director to conceive and execute graphical animated sequences on multiple high-end presentations for Nokia. Work included storyboarding, previsualisation, animation, motion tracking, final render, and compositing of a number of sequential shots.

- Used Maya's MASH tool-set to create a vision of Tower Bridge under various traffic conditions.
- Optimised use of Vray to render out minutes of footage on a single GPU for the project.

## DRIVE DESIGN

June 2021 – Nov 2021 | March 2022 – Sept 2022 | April 2023

### Lead Animator / Lead Environment Artist

Software: Unreal Engine | Maya | Vray | After Effects

Brought in by the head of CGI to create high-end animated sequences and environments for a series of concept and sports car showcases. Was solely responsible for large sections of each project, at times taking over direction duties. End clients included Pininfarina, SAIC Motor and Lotus.

- Responsible for layout, previs, animation, and lighting on full two minute Pininfarina concept car sequence. Extensive use of Level Sequencer for cinematic camera and vehicle animation in Unreal Engine 4.
- Generated a bespoke naturalistic environment using Unreal's Landmass feature and Brushify tools, getting familiar with the material system and elementary blueprints. Built and organised custom assets, optimised for real-time performance and employed the spline-based road system for the vehicle.
- Created the intro and outro in Maya and Vray for the SAIC 'Maze' sting from look development, through animation of the characters, vehicles, environmental elements, to final rendered frames and compositing.

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## ***PRIOR EXPERIENCE - FREELANCE***

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EYEKANDY Lead CG Artist – High-end product rendering	Dec 2018 – June 2019   March 2020 – Dec 20
DIGITAL MEDIA SERVICES Digital Illustrator and Storyboard Artist	Aug 2019 – Jan 2020
GRAMERCY PARK STUDIOS CG Artist – VFX Commercials and VR Experiences	May 2017 – June 2017   April 2018 – May 2018
FRAMESTORE 3D Artist – High-end rendered product stills	March 2014 – May 2014   June 2015
BURROWS, SHENFIELD 3D Artist – Lighting and rendering vehicles	Aug 2011 – Feb 2012   Dec 2015 – Jan 2016
RUSHES POST PRODUCTION CG Artist – Modelling / animation on a VFX commercial	July 2012 – Aug 2012

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## ***PRIOR EXPERIENCE - FULL-TIME***

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LIQUID TV Animator / VFX Artist	Oct 2007 – Dec 2009
CONDOR POST PRODUCTION Animator / VFX Artist	May 2005 – Aug 2007

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## ***EDUCATION & ACCOLADES***

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CITYVARSITY, CAPE TOWN 3 year Advanced Diploma in Animation for Film and Television Prizes for best in 3D Modelling and Animation	2001 – 2003
CAMPS BAY HIGH SCHOOL Matriculation Exemption (A-level equivalent) Subjects included English, Mathematics, Computer Science, Physical Science and Music	1996 – 2000

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## ***INTERESTS & ADDITIONAL INFORMATION***

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- My interests include music, films, technology, light PC gaming, and hiking in the Great British outdoors.
- Mentor at Bring Your Own Animation, Siggraph London.
- Irish citizen / British permanent resident.
- References available on request.