

Paul Liam Kerr

Animation Director | Senior 3D Artist | CG Generalist

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PERSONAL PROFILE & OBJECTIVE

A versatile filmmaker, senior artist, and award-nominated animation director with over 20 years of experience in visual storytelling and production leadership. Expert in animation and camera language, with a proven track record of driving high-profile projects, most recently a global cinematic trailer and successful short film. Specialises in bridging the gap between a director's vision and the technical realities of the frame, ensuring narrative clarity from concept through to final delivery. Immediately available for challenging and inspiring contract opportunities or full-time leadership positions. Hybrid in-studio (London) or remote roles preferred.

CORE SKILL-SET

- Animation Directing & Character Animation
- Compositing, Editing & Motion Graphics
- Layout, Composition & Camera Animation
- 3D Modelling (Hard / Soft Surface)
- Cinematic Lighting & Rendering
- Shading & Texturing (node-based / procedural)

ANCILLARY SKILLS

- Storyboarding & Concept Development
- Character Design & Illustration
- Rigging & Controls Set up
- Tracking, Retouching & Image Manipulation
- Simulation & FX (Hair, Cloth etc.)
- Image Generation & LLM Scripting (Automation)

SOFTWARE KNOWLEDGE / TOOLS

- **3D Suites:** Autodesk Maya, Unreal Engine, Autodesk 3D Studio Max
- **Rendering:** Chaos V-Ray, Unreal Movie Render Queue & Pathtracer
- **Post-Production & Motion:** Adobe After Effects, DaVinci Resolve, Adobe Premiere Pro
- **Design & Image:** Adobe Photoshop, Adobe Illustrator, ComfyUI
- **Additional Familiarity:** Blender (Working Knowledge) Mudbox

CAREER HISTORY - FREELANCE

ELEMENT ANIMATION

May – Nov 2025

Director / Animation Director / Layout Supervisor / Co-writer

Software: Maya | Premier | Photoshop | After Effects

Directed and provided creative leadership for a high-stakes, 2-minute cinematic announcement trailer for **Minecraft Live 2025**, leading the project from initial concept through to final delivery.

- **Oversaw** the production pipeline in collaboration with a multi-disciplinary team, including layout, editing, animation, multi-format versioning and delivery, ensuring creative vision alignment across all stages.
- **Managed** daily workflow and creative output, conducting daily reviews and providing critical feedback to artists while streamlining this process using in-house scheduling tools and attending client-facing meetings.
- **Delivered** an exceptionally successful piece that so far has garnered over **6.6 Million views** and was praised by senior **Mojang** leadership as their "**best announcement video yet**" in the 15-year history of the event.

TRAIN OF THOUGHT STUDIOS

Jan 2024 – Dec 2024

Director / Animation Director / CG Generalist

Software: Maya | V-ray | Unreal Engine | After Effects | Photoshop | SpeedTree

Completed 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 team of 3D / 2D animators and technical artists. Currently navigating the short film circuit with multiple festival selections in 2025 and 2026.

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

DISCOVERY EDUCATION

July 2024 – Aug 2024

Lead Animator / Technical Artist

Software: Adobe Animate | After Effects | Photoshop

Led the character rigging and animation on a series of **25 educational art and design skills short films** for kids.

- **Devised** a highly efficient workflow (semi-automated lip-sync/facial rig) to meet a restrictive deadline.
- **Managed** the end-to-end delivery pipeline, collaborating on the rig with an external 3D artist and executing the final compositing, assembly, and multi-format delivery of all **25 final films**.

OPEN CREATES

July 2023 – Sept 2023 | Dec 2023 – Jan 2024

Motion Graphics Lead

Software: After Effects | Trapcode Particular | Photoshop

Led motion graphics on two high-end pitches in a competition for end client **Great Ormond Street Hospital (GOSH)**. Successfully contributed to the **winning £75K in free DOOH media space** for the client.

- **Collaborated** directly with top in-house creatives to define the visual concept and refine the treatment.
- **Developed** a complex pop-up book style intro and various parallax camera shots by converting still images into intricate 2.5D environments.
- **Set up** a virtual representation of the real-world multi-screen setup to visualise the final **Outernet 8K** media space outside Tottenham Court Road station.

MIDDLE TABLE PRODUCTIONS

Sept 2022 – Oct 2022 | Jan 2023 – Feb 2023

Lead Animator / Motion Graphics Artist

Software: Maya | 3DS Max | V-ray | After Effects | Photoshop

Realised several animated sequences on two high-end presentations for client **Nokia**, collaborating directly with the director on conceptualisation and execution. This encompassed storyboarding, previsualisation, animation, motion tracking, final compositing, and client delivery.

- **Utilised** Maya's MASH toolset to create a visualisation of Tower Bridge under various traffic conditions.
- **Optimised** use of V-Ray rendering to deliver minutes of footage efficiently on highly limited resources.

DRIVE DESIGN

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

Senior CG Artist / Layout Artist / Environment Artist

Software: Unreal Engine | Maya | Vray | After Effects

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

- **Executed** a full two-minute **Pininfarina** concept car sequence, responsible for layout, previs, animation, and lighting. Utilised **Unreal Engine 4's** Level Sequencer for advanced cinematic camera and vehicle animation.
- **Generated** a bespoke naturalistic environment using Unreal's **Landmass** and Brushify tools, involving custom material systems, elementary blueprints, and custom assets optimised for real-time performance.
- **Created** the complex intro and outro for the **SAIC** 'Maze' sting, managing the full execution from look development, through animation of characters and vehicles, to final rendered frames and compositing in Maya and V-Ray.

PRIOR EXPERIENCE - FREELANCE

EYEKANDY Dec 2018 – June 2019 | March 2020 – Dec 20
Senior CG Artist – High-end Product Rendering

DIGITAL MEDIA SERVICES Aug 2019 – Jan 2020
Digital Illustrator – Storyboards and Illustration for Pitches

GRAMERCY PARK STUDIOS May 2017 – June 2017 | April 2018 – May 2018
CG Generalist – VFX Commercials and VR Experiences

FRAMESTORE March 2014 – May 2014 | June 2015
Lighting / Rendering Artist – High-end Rendered Product Stills

BURROWS Aug 2011 – Feb 2012 | Dec 2015 – Jan 2016
3D Generalist – Lighting and Rendering (automotive)

RUSHES POST PRODUCTION July 2012 – Aug 2012
CG Artist / Animator – Modelling and Animation on VFX commercials

PRIOR EXPERIENCE - FULL-TIME

LIQUID TV Oct 2007 – Dec 2009
Animator / Visual Effects Artist / Motion Graphics Artist

CONDOR POST PRODUCTION May 2005 – Aug 2007
Animator / Visual Effects Artist

ACCOLADES & EDUCATION

Nominated – Best Animated Short Film: Teddy on the Edge (Crystal Palace International Film Festival) 2026

Nominated – Best Emerging Director: Teddy on the Edge (Heart of Gold Short Film Festival) 2025

Quarterly Winner - Best Animation Short Film: Teddy on the Edge (French Duck Film Festival) 2025

Teddy on the Edge – Official Selections: Wyoming International Film Festival, Coronado Island Film Festival, Aesthetica Film Festival, The Bay Film Festival, Dam Short Film Festival, Poppy Jasper International Film Festival

Advanced Diploma in Animation for Film and Television CITYVARSITY, CAPE TOWN 2001 – 2003

Graduated with Distinction: Awarded Prizes for Best in 3D Modelling and Animation.

ADDITIONAL INFORMATION

- **Work Status:** Irish citizen / British permanent resident (Fully eligible to live and work in the UK).
- **Industry Involvement:** Mentor at Bring Your Own Animation (BYOA), Siggraph London.
- **References:** Available upon request.

INTERESTS

Film, Music, Technology, PC Gaming, and Hiking in the Great British outdoors.