Paul Liam Kerr

Senior CG Artist | Animation Director | Generalist

(+44)7511 535 001 • paulliamkerr@gmail.com • London, United Kingdom

• Showreel: www.vimeo.com/paulliamkerr • Website: www.trainofthoughtstudios.com

www.linkedin.com/in/paul-liam-kerr

PERSONAL PROFILE & OBJECTIVE

Versatile CG Generalist & Animation Director: A UK-based senior artist proficient across 3D Animation, Visualisation, and Motion Design. Excels at driving creative projects from concept through final delivery, demonstrated by success in recent directing contracts, including a high-performing cinematic trailer and successful short film. 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
- Layout, Composition & Camera Animation
- Compositing, Editing & Motion Graphics
- Cinematic Lighting & Rendering (PBR or stylised)
- 3D Modelling (Hard / Soft Surface)
- Shading & Texturing (node-based / procedural)

ANCILLARY SKILLS

- Storyboarding & Concept Development
- Rigging & Controls Set up
- Simulation & FX (Hair, Cloth etc.)
- Character Design & Illustration
- Tracking, Retouching & Image Manipulation
- LLM Assisted Python 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
- **Additional Familiarity:** Mudbox, Blender (Working Knowledge)

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 **5.8 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 / Lead CG Artist
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 / Rigger
Software: Adobe Animate | After Effects | Photoshop

Led the character animation sections of 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
Lead Animator / Layout / 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
Lead 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 Artist – VFX Commercials and VR Experiences

FRAMESTORE   March 2014 – May 2014 | June 2015
3D Artist – High-end Rendered Product Stills

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

RUSHES POST PRODUCTION   July 2012 – Aug 2012
CG Artist – Modelling and Animation on a VFX commercial

PRIOR EXPERIENCE - FULL-TIME

LIQUID TV   Oct 2007 – Dec 2009
Animator / VFX Artist

CONDOR POST PRODUCTION   May 2005 – Aug 2007
Animator / VFX Artist

ACCOLADES & EDUCATION

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, London Breeze Film Festival, The Bay 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.