



Software experience
Maya, Photoshop, Unreal Engine

<https://samueljwilkes.wixsite.com/portfolio>



Samuel Wilkes

Animator and Animation Supervisor and Cg supervisor

With over a decade of experience in the animation industry, I bring proven expertise in 3D animation, CG supervision, and animation direction. Having led international teams and delivered content for top studios including DreamWorks, Nickelodeon, and ABC, I excel at balancing creative quality with technical precision. My background spans film and television, with strong skills in both leadership and technical production. Passionate about bringing characters to life, I combine artistic vision with strong leadership and problem-solving skills.

My passion lies in bringing characters to life, bringing out the illusion of reality and captivating the audience with memorable experiences. I believe in the power of media as a story-telling tool and am constantly seeking new and innovative ways to push the boundaries of this art form.

(+64) 022 1035 772

Education:

Diploma in Advanced 3D Animation
Certificate in Business

ZURU

CG supervisor
(March 2023 - November 2024)

- Supervise and coordinate multiple international animation teams across China and India, ensuring final outputs consistently meet creative and technical quality standards.
- Work closely with the Pipeline TD, providing heavy involvement in aligning pipeline structure with production needs and supporting the development of efficient tools and workflows.
- Resolve production challenges and technical blockades in Maya and Unreal Engine, leveraging scripting in Python and collaborating with IT to troubleshoot and resolve infrastructure issues.
- Oversee rigging resolutions, animation reviews, and modelling/topology evaluations, ensuring assets are production-ready and meet deformation, performance, and quality standards.
- Review final lighting passes, providing feedback to uphold consistency and visual fidelity across projects.
- Play an active role in talent management, including interviewing and hiring candidates to strengthen team capability and production output.
- Travel to overseas studios as required to address issues directly, support collaboration, and maintain strong working relationships between distributed teams.
- Partner closely with the Creative Producer and department leads to balance artistic vision, technical constraints, and delivery deadlines.

Studio Local
Katies Kurie
Animator (May 2025 - September 2025)

- Worked as an animator among a small team





Pūkeko Pictures

IP development, Animation, Modelling, Rigging, Scripting (December 2019 - February 2023)

- Supervised animation across multiple IP's and played a key role in developing projects
- Worked on projects for clients such as Mercer Mayer, Nickelodeon, and Dreamworks, creating and refining short animation pieces to engage potential investors.
- Animated segments for vendors on a Magic Leap VR experience, contributing to the development of immersive virtual reality content.
- Built an animation library for upcoming shows, setting the tone and style for future projects.
- Developed show animation styles and character acting decisions, elevating the overall quality and appeal of the animation.
- Managed rigging assets and provided rigging fixes, while also scripting tools to improve workflow for other animators.
- Worked on projects that relied heavily on game engines, using them as a renderer and shot sequencer, and developing elements of the project within the engine.
- Utilized coding languages such as LUA, Python, and Mel as necessary to support project needs and delivery time frames



Kiddets

Animation Director (December 2017 - December 2019)

- Animation Directed a remote team of animators, effectively communicating through video calls, video drawovers, and written notes.
- Led a diverse team of animators speaking multiple languages, utilizing visual methods of feedback for maximum effectiveness.
- Collaborated closely with directors, sharing responsibilities and tasks as needed.
- Built a comprehensive pose and animation library from scratch, providing resources for animators and previz artists.
- Created and animated performance and poses for the library, to be used for repeating actions across episodes or shows.
- Completed previz on multiple episodes, laying out the animation and visualizing the story.
- Provided rigging and asset feedback, ensuring the highest quality and consistency in animation.

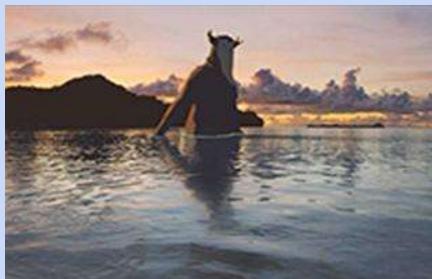


Studio Local

Birds Eye View

Animator (May 2021 - October 2021)

- Worked as an animator among a small team, responding to the directors feedback
- Thoroughly enjoyed getting back into an animation role where animation was my only priority
- Gained favour with the director and was offered future opportunities on similar projects



Pepper Creative

- Was in charge of Animation and creating 3d assets over a variety of projects
- Animation involved creating loops and cycles to be called on within an ar/vr experience
- Assets and animation needed to be compatible with unity
- Projects were for clients such as Fisher and Paykal, De'Laval and an Augmented reality show piece



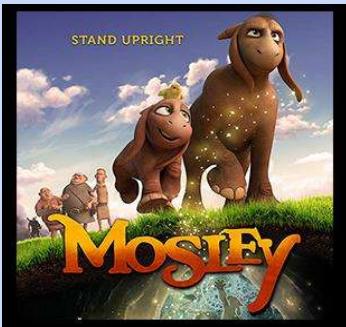
Yukfoo

Animation Lead and Modelling artist (September 2017)

- Animated majority of shots
- Assisted and supervised other animators
- Modelled main character and assisted with rigging.

Animation Lead (August 2017)

- Animated a large portion of the music video
- Assisted and supervised other animators



Huhu Studios

Animator (July 2017)

- Animated cycles and character performances to add into the animation library to be called on throughout the show production



Sindbad and the 7 Galaxies

Animation Lead and Animation Director (2016 - 2017)

- Started out as an animator in 2016 and moved to animation supervising and directing in 2017.
- Animation Directing involved reviewing shots, organising dailies and writing up feedbacks.
- Crew was inhouse, making it easier to give visual and verbal feedback
- Other responsibilities included liaising with modelling, lighting, rigging and effects to make sure animation ran smoothly between departments
- Worked alongside director and head of production, having a large impact into creative decisions

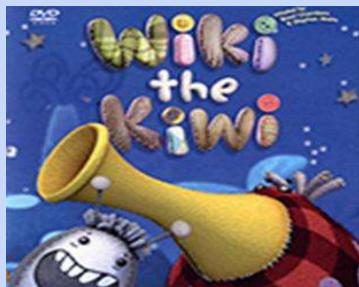


Flux animation Studio

25April

Animation artist (2015)

- animation was done with 3d characters against 2d backgrounds
- Character performances involved subtle and full body acting in a realistic animation style.
- Animated on a lot of the more complex shots involving multiple characters and characters swimming
- Assisted other animators with their shots



Wiki the Kiwi

Animation artist (2015)

- Animation was in a stop motion style within maya.
- Worked alongside the animation supervisor and director



Huhu Studios

Beast of Burden/Mosely Trailer **Modelling artist and sculptor (2014)**

- Modelling included creating set pieces and props.
- Sculpting included adding details and refined shape to the assets and set pieces



Veggietales

Animator and Modelling artist (2010 - 2014)

- Animated primary and secondary characters
- Animation relied heavily on a good facial performance on top of basic shapes
- Animation on secondary characters were mainly quadrupedal animals and sometimes birds and bipedal characters.
- Created a good foundation for the animation principles as the main characters were simple shapes (Basically bouncing balls with faces)
- Modelling Included any sets, props, costumes or new characters
- Assisted with rigging on multiple occasions



File Zero

Animator (2014)

- Animated large portions of the final three episodes
- Animation involved full body acting and emotion driven performances.



Peekaboo - pilot episode

Animator and Modelling artist (2013)

- Animated opening sequence
- Modeled main male character and some set pieces

Contact Details :
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SamuelJWilkes@gmail.com

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