

Scott Wright

Cell: 818-429-2679 | scottwrightanim8@gmail.com | www.sidekickboy.com

Summary

Creative and results-driven animation industry veteran with over 25 years of experience in leading and managing artistic teams to achieve production goals. I am an expert in fostering an environment that encourages creativity while ensuring timely and high-quality delivery. Proficient in a wide range of industry-standard software, including Maya, TVPaint, Blender, Toon Boom Harmony, Photoshop, Painter, Storyboard Pro, ZBrush, Flash/Animate, and After Effects. Skilled in time management and creative problem-solving, with a focus on collaboration and mentoring to inspire and guide teams toward innovative solutions.

Experience

CG Director

Bento Box Entertainment | **07/2024 - Present**

- Oversee production workflows between vendors and ensure quality control.
- Collaborate with leadership to implement technical solutions and improve efficiency.
- Address production challenges through proactive problem-solving.
- Mentor team members and provide performance evaluations.

Animation Supervisor

Marvel Animation | **07/2021 - 07/2024**

- Managed and coordinated with multiple vendors to ensure high-quality animation production.
- Reviewed and provided detailed written and visual feedback on 100+ scenes daily.
- Prepared scenes with comprehensive notes, drawovers, and 2D animations before submission to vendors.
- Utilized creative problem-solving skills to meet ambitious goals within tight deadlines.
- Mentored team members with constructive feedback and guidance.

Animation Director

Bento Box Entertainment | **07/2020 - 07/2021**

- Collaborated closely with designers, riggers, and animators to unify the artistic vision.
- Established workflow and pipelines for efficient production.
- Integrated 2D and 3D elements into a cohesive animation style.
- Recruited and built teams for productions while mentoring team members.

2D Animator

Disney Television | **03/2020 - 07/2020**

- Created traditional animation using Toon Boom Harmony.
- Maintained show style and performances for iconic Disney characters.

Storyboard Artist

Zam Animation | **02/2020 - 03/2020**

- Created visual beats based on script and director's notes.
- Developed story elements and participated in pitch meetings.

Animation Lead

ReelFX | **11/2019 - 02/2020**

- Worked with directors and producers to create dynamic animation performances.
- Led a team of 10 animators, ensuring alignment with the director's vision.
- Developed and maintained animation schedules.

Senior Animator

EIPG | **08/2019 - 11/2019**

- Collaborated with the Rigging Supervisor to develop characters and animation tools.
- Managed sequences, characters, and performances in 3D animation.
- Worked with remote animators to ensure fluid and polished acting choices.

Animator/Layout Artist/Story Developer

Duncan Studio | **01/2019 - 04/2019**

- Managed camera and story layouts within a 2D and 3D pipeline.
- Worked closely with directors and producers to establish the animation style for films.
- Created compelling story sequences through camera and character movements.

Freelance Storyboard Artist/Illustrator/Animator

07/2010 - 08/2019

- Developed storyboards and character designs for commercials, films, and short projects.
- Provided visual development using 3D and 2D processes.
- Created props, lighting, and color studies for various media.
- Collaborated remotely and in-house with studios to foster a passionate team atmosphere.

Part-Time E-Learning Professor

Savannah College of Art and Design (SCAD) | **09/2018 - 05/2020**

- Led courses on 3D production, layout, animation, and collaborative projects.
- Guided students in professional industry practices and artistic development

Professor of Animation

Savannah College of Art and Design (SCAD) | **09/2011 - 05/2018**

- Managed 20-40 student films from concept to completion within ten-week schedules.
- Developed artistic styles integrating the latest technology and film aesthetics.
- Provided career guidance through portfolio reviews and industry mentorship.

Professor of Animation

California Institute of the Arts (CalArts) | **08/2009 - 07/2011**

- Reviewed student portfolios and mentored aspiring animators.
- Supervised animated short projects and coordinated student collaboration.

Senior Animator

DreamWorks Animation | **09/1995 - 07/2010**

- Worked closely with directors, producers, and supervising leads to define animation styles.
- Developed 2D and 3D animation, managing sequences and character performances.
- Collaborated with CG supervisors and rigging teams to refine animation tools.
- Maintained production schedules and exceeded weekly footage quotas.

Education

- **Academy of Art University** – MFA, Illustration
- **Sheridan College** – Associate Degree

Technical Skills

- **Software:** Maya, Blender, TVPaint, Photoshop, Painter, Storyboard Pro, ZBrush, Toon Boom Harmony, Flash/Animate, After Effects
- **Traditional Media:** Pastel, Ink, Drawing, Watercolor, Gouache
- **Specialties:** Animation Direction, Storyboarding, Character Design, Visual Development, 2D & 3D Animation

Key Strengths

- Strong leadership and mentoring abilities
- Vendor management skills
- Excellent problem-solving and time-management skills
- Passion for storytelling and artistic collaboration
- Positive, team-oriented attitude with a drive for creative excellence