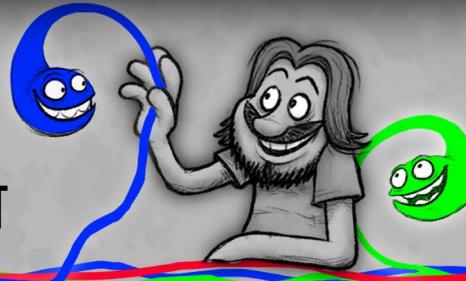


Cam Swartz

3D ANIMATOR & STORY ARTIST



camswartz22@gmail.com

www.cam-swartz.com



WORK EXPERIENCE

Blunt Action (2022-24)

Concept Artist, 3D Animator & Modeller

Worked with NYC based company on 3D animation for Rolling Loud Miami 2022, music videos for the Disco Biscuits, as well as other projects.

Experience meeting deadlines, contributing ideas, submitting for review, and making adjustments.

Kennywood (2021-25)

Themed Entertainment & Concept Artist

Experience with guest interaction, concept art, prop/costume design, & collaboration.

Official Concept Artist for Kennywood's new Fall Fest 2025 haunt, "Detached." - 3D modelled a full layout of the haunted house with animated POV walkthrough, top-down and orthographic maps, as well as lighting and character design/concept art.

Universal Studios (2025-26)

Puppeteer & Holiday Escort

Worked as a Puppeteer in HHN's "Five Nights at Freddy's" house, and worked in marquee events as a Holiday Escort, assisting costumed characters and meet & greets, as well as managing parade floats and performers.

SKILLS

3D Character Animation - Storyboarding - Character Design
Concept Art - Texturing - 3D Modelling - Illustration - Customer Service
Collaboration - Problem Solving - Acting & Video Reference
Rigging - 2D Character & Motion Graphics Animation

FILM EXPERIENCE

"Shift" (2021)

As director, worked alongside 20+ crew members to produce this 6 minute short film. Storyboarded the original story, contributed character design, 3D character animation, and communicated critique and ideas through draw overs as well as reviews on Shotgun.

"Legs" (2020)

Contributed storyboards, character design, models & textures, and 3D character animation.

EDUCATION

BFA in 3D Character Animation

Savannah College of Art and Design (SCAD)

Graduated June 2021

SOFTWARE

Autodesk Maya - Adobe Photoshop - After Effects

Adobe Illustrator - Premiere - Shotgun

Adobe Creative Cloud

FUN FACTS

Musician - Actor - Puppeteer
Arcade game fan - D&D player
Ask me about camping!