

3D ANIMATOR OWEN GRAHAM

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EDUCATION

Bachelor of Fine Arts: Animation

09/2021 - 05/2025

Savannah College of Art and Design (SCAD), Savannah, GA

Courses of Study included:

Art Histories, Business, Computer Graphics, Drawing, Economics, Programming, Public Speaking, Sequential Art

WORK EXPERIENCE

United Postal Service

01/2026 - Present

Preload Supervisor

- Supervised team of 19+ associates responsible for loading delivery vehicles, managing workflow, and adjusting staffing to meet real-time volume demands
- Led daily pre-shift meetings to communicate goals, assign responsibilities, and boost morale
- Developed and optimized daily dispatch plans using data-driven decisions to balance driver workload and improve efficiency
- Communicated daily with district team over zoom to meet quotas and solve logistics issues
- Acted as point-of-contact between warehouse staff and management
- Trained new employees and resolved team conflicts to maintain a productive, collaborative, and supportive work environment

Panda Express

06/2022 - 01/2025

Shift Lead

- Volunteered to lead team daily with on-the-fly planning and organization
- Seized opportunities to learn new skills and methods for maintaining a healthy and productive work environment

SOFTWARE

Adobe Suite, (After Effects, Illustrator, Photoshop, Premiere), Microsoft Suite (Excel, Outlook, PowerPoint, Word), Autodesk (3ds Max, Maya, Arnold), Blender, Nuke VFX, Unity, Unreal Engine 5, Shogun Post, Shotgun / Flow Production Tracking, Zoom

SKILLS

Leadership, Communication, Collaboration, Problem-Solving, Organization, Mentoring

COLLABORATIVE PROJECTS

Ancient Magic

06/2024 - 05/2025

Short Film | Lead Animator, Prop Rigger, Editor

- Ensured animators maintained the stylistic vision of the director through dailies, notes, and communication
- Aided animators who requested help with acting, body mechanics, and the animation software (Maya)
- Delegated shot assignments based on workload, experience, and performance difficulty
- Contributed to all stages of the animation pipeline through Maya and organized file management systems
- Identified issues and counseled the team to keep moving forward

Disarmed

03/2024 - 06/2024

Short Film | Character Animator, 3D Modeler, Compositor, Editor

- Collaborated with directors, leads, and crew to deliver inspired biped and quadruped character performances
- Undertook other animators' work when help was requested to complete shots on-time
- Learned to composite 2D animated effects through Nuke Visual Effects software

The Last Dungeon

03/2023 - 06/2023

SCAD Animation Studios | Character Animator, Mocap clean-up

- Learned the process of motion capture and clean up through the Shogun Post to Maya pipeline
- Learned and practiced combined integration of hand keyed and motion capture animation
- Learned the ins-and-outs of proper communication and collaboration with multiple departments using an animation pipeline
- Animated performances for background characters

ADDITIONAL GROUPS

Savannah Slam / SCAD eSports

09/2022 - 06/2025

Tournament Organizer / Team Coach

- Spearheaded organization and management of a weekly eSports tournament
- Oversaw and executed tournament brackets upwards of 50 players
- Secured venue spaces through contact and communication with local businesses
- Managed and coached SCAD's official eSports team