

Brett Harte

Animator & Rigger | Interactive Media

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Senior Animator and Rigger previously shipped production characters, with 10+ years of professional experience spanning interactive media, immersive installations, and 3D production. Deep expertise in Blender and Maya with full character pipeline ownership. Rigging and keyframe animation through final delivery. Comfortable working in small, fast-moving teams.

EXPERIENCE

Ninja Kiwi — *Senior Animator & Rigger* 2025 – 2026

- Shipped fully rigged and animated characters in game, taking both from concept through production-ready delivery.
- Contributed animation and rigging work to an unannounced title within a small team, maintaining quality bar and pipeline consistency across all assets.
- Owned the full character pipeline in Blender and Unity. Modeling support, rigging, keyframe animation, and engine integration.
- Collaborated closely with design and engineering to ensure animations performed correctly within Unity's real-time constraints.

Big Howl — *3D Animator & Rigger* 2024 – Present

- Modeled, rigged, textured, and animated 3D characters and props in Blender for short-form animation projects including music videos.

AECOM — *Interactive Media Specialist* 2016 – Present

- Led 3D modeling and animation efforts for interactive and immersive installations.
- Spearheaded AR/VR development alongside graphic design and web work, delivering multimedia solutions across digital, print, and exhibit formats serving clients including SEPTA, PennDOT, and the Office of Historic Preservation in Boston.
- Managed full project lifecycles from brief through delivery, consistently exceeding client expectations on high-visibility public-sector projects.

Drexel University — *Research Assistant* 2016 – 2017

- Created 3D modeling assets for interactive academic environments using Maya and Blender in collaboration with a multidisciplinary research team.
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SKILLS

3D Animation: Blender (primary), Maya — character animation, creature animation, props, cameras

Rigging: Full character rigging, weight painting, facial rigs, simulation rigs

VFX & Simulation: Cloth, dynamics, procedural animation, particle systems

Graphic Design: Adobe Photoshop, Illustrator, InDesign — branding, concept art, illustration

Multimedia: AR/VR development, Adobe Captivate, video/audio editing

EDUCATION

Drexel University — *MS, Digital Arts*

Penn State University — *BA, New Media*