

# LEWI THUTE

www.lewithute.com    lpthute@gmail.com    971-895-1669    San Francisco, CA

## **ANIMATION & PRODUCTION SKILLS**

- 3D character animation, 3D lighting, 3D layout, rigging, texturing, 3D environmental modelling and compositing
- Autodesk Maya, Blender, Nuke, Unreal, Unity, Substance Painter, After Effects

## **ANIMATION PRODUCTION EXPERIENCE**

3D Character Animator, 3D rigging, Story Artist, Layout Artist, Lead Compositor, Co-Director, 3D Lighting, **“Burnout”, Animated Short (IN PRODUCTION)** **2025**  
+1 Studios, San Francisco, CA

- Animating 3D character rigs, specialized prop rigs, and vehicle rigs
- Rigging a multiple human bipedal character and 4-wheel vehicles
- Created 3D layouts, storyboards and integrated 3D sets with digital matte paintings and FX
- Co-directing the story, production manager; managed schedules, shot lists and animation

3D Character Animator, 3D Character Rigger, Designer, **“Sherwood Bets”, Concept Short** **2024**  
*Jeff Corrado’s Personal Project*, San Francisco, CA

- Created a bipedal rig with human facial rigging and animatable props
- Animated a looping concept animation of the character in an idle stance

3D Character Animator, 3D rigging Texture and Environment artist, Lead Compositor, Co-Director, Look-Development Artist, 3D Lighting **“Oh, Crab!” Animated Short** **2024**  
+1 Studios, San Francisco, CA

- Animated 3D character rigs, including a human character and an eight-legged crab creature
- Rigged a stylized arthropod crab character and contributed to the human facial rigging
- Modelled 3D environment designs and integrated 3D sets with digital matte paintings
- Co-directed the story and technical direction; managed schedules, shot lists and animation

3D Character Animator, **“Mist” Animation project** **2024**  
*Jeff Cohen Physical Therapy Commercial*, San Francisco, CA

- Animated 3D rigs performing massages to demonstrate muscle relief and energy flow
- Contributed with team members and the animation director to deliver the final shots

3D Character Animator, Texture artist, Compositor, FX, Editor, Co-Director, Character designer, **“Mugshot” Animated Short** **2023**  
*California College of the Arts*, San Francisco, CA

- Animated 3D character rigs throughout the short, as well as a short lip sync segment
- Built customized textures and materials for environments, props & characters
- Delivered the final cut of the short and clean-up VFX via compositing
- Co-directed the story and technical direction; managed schedules, shot lists and animation

3D Generalist, **“PreCasteel” Splash Screen Animation** **2023**  
*Brackett Creative and PreCasteel Website*, San Francisco, CA

- 3d-modelled product components using blueprints and site plans provided by the client
- Spearheaded the animation and visual appeal and coordinated with clients and the project manager to deliver an accurate animated showcase

## **ADDITIONAL WORK EXPERIENCE**

Animation and Software Tutor, California College of the Arts, San Francisco, CA **2024**

- Guided students through additional Maya help, as well as Blender and Adobe

Creative Media Intern, CCA Centre for Art and Public Life, San Francisco, CA **2024**

- Created a behind-the-scenes documentary for a short film tackling with social justice
- Conducted weekly check in and approval meetings to shape the tone and structure

## **EDUCATION**

B.F.A. in Animation, California College of the Arts, expected graduation: May 2025

## **HONOURS & AWARDS**

Micheal and Jeannette Lopez Endowed Scholarship (2024)

All-College Honours Award for Animation (2022, 2024)

Kay Kimpton Walker Endowed Scholarship (2023)

Dean’s List at California College of the Arts (2022, 2023, 2024)

Academic Achievement Award at California College of the Arts (2021, 2022, 2023, 2024, 2025)