

Elliot Wenzel

Animator

Technical Animator

Generalist

www.elliottwenzel.com

Elliot Wenzel

916-267-1037

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Animator and former mechanical engineer who is experienced in pre and postvisualization, game and technical animation. Specializing in character, creature and realtime animation implementation.

Software & Skills

Software -

Adobe - Photoshop, After Effects, Illustrator, Substance Painter

Game Engine - Unreal Engine 4 & 5, Unity

DCC - ZBrush, Autodesk Maya, Houdini

Skills -

Maya Simulation, Compositing, Modeling, Texturing, Sculpting, Animation, and Tech Anim

Experience

OP SIS VFX / Visualization Artist

September 2021 - March 2023, Los Angeles

Created animations, compositions and effects in Maya in both pre and postvisualization capacities. Worked in Maya, Unreal Engine, and the Adobe Suite.

Projects -

Wicked (2024)

65 (2023)

Rebel Moon (2023)

Haunted Mansion (2023)

Dashing through the Snow (2023)

Leave the World Behind (2023)

Stranger Things (season 4 - 2022)

Lyle Lyle Crocodile (2022)

Secret headquarters (2022)

Freelance Animator

March 2023 - Present

Created animations on a per contract basis. Worked in Maya and UE5.

OPSIS VFX - Pre and Post visualization

Parallax Studios - Unreal Engine Previsualization

ONE Media - Rigging

RealDream Studios - Unreal Engine Previsualization

Education

Gnomon / Bachelor of Fine Arts in Digital Production

Graduated June 2021, Los Angeles

Cal Poly San Luis Obispo / Bachelor of Science in Mechanical Engineering

Graduated March 2014

Awards

Lyle Lyle Crocodile - Nominations

Movieguide Awards - Best Family Movie

Golden Trailer Awards - Best Digital - Animation/Family

Gnomon Best of Term Spring 2021

Creature Animation and Rigging

Gnomon Best of Term Spring 2019

Modeling and Texturing