



A. TRENT FORTUNE

3D ANIMATOR

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ATRENTFORTUNE.COM

Education:

BFA | *Bachelors of Fine Arts*
Major: Animation
Savannah College of Art and Design
2014-2018

Software:

- Autodesk Maya
- Illustrator
- Photoshop
- Premiere
- After Effects
- Blender
- Pf Track
- Microsoft Office
- Cinema 4D
- Unreal Engine

Filmography:

Terracotta Warriors: Secrets of the First Emperor's Mausoleum

Unreal Engine/Blender
Generalist..... July 2025

Captain America: Brave New World

Unreal Engine Previs.....February 2025

The Gorge

Previs/Postvis.....February 2025

The Legends of Evergreen Hills

3D Animator.....November 2024

Beast Games

Unreal Previs/Techvis.....December 2024

The Marvels

Postvis.....November 2023

Guardians of the Galaxy Vol.3

Previs/Postvis.....May 2023

She-Hulk: Attorney at Law

Previs.....August 2022

Doctor Strange:

in the Multiverse of Madness

Previs/Postvis.....May 2022

Finch

3D Animator.....November 2022

Cats

3D Animator.....December 2019

Astro (short film)

Writer, Director, Lighter,
and 3D character Animator....Spring 2018

Full Filmography: 

Experience:

3D Generalist (Freelance)

Millions of Tiny Robots Atlanta, GA

April 2025 - July 2025

Sept. 2025

Animated, modeled, rigged, and textured assets for clients using Blender and Unreal for use in virtual reality.

Visualization Artist

The Third Floor Inc Atlanta, GA

Jan. 2021 - Sept. 2023

Jan. 2025 - April 2025

Jul. 2025 - Sept. 2025

Created dynamic cinematic shots that aligned with the directors and studios visions by translating scripts and storyboards into 3D scenes. Also created and composited elements together for additional post-production visualization.

Retake Animator

Bento Box Entertainment Atlanta, GA

Aug. 2024 - Jan. 2025

Created and polished 3D animated character performances and sequences for the show, "Legends of Evergreen Hills".

Unreal Engine Previs Artist (Freelance)

SoKrispyMedia Remote

April 2024 - May 2024

Created dynamic cinematic shots that aligned with the clients visions by translating concept art and reference into 3D sequences and assets.

Previs Artist

Day for Nite Remote

Oct. 2020 - Dec. 2020

Created dynamic cinematic shots that aligned with the directors and studios visions by translating scripts and storyboards into 3D scenes.

Shot Creator Apprentice

The Third Floor Inc Atlanta, GA

April 2020- May 2020

Learned and practiced the previsualization pipeline at The Third Floor under the direction of a supervisor to better convey story through our shots.

3D Animator

Mill Film Montreal, QC

Jan. 2019- Jan. 2020

Began at MPC Academy to learn the MPC pipeline in preparation for starting as a Junior Animator at Mill Film. Then as a Junior Animator at Mill Film I collaborated with supervisors, leads, and fellow crew to create character performances.

3D Generalist Intern

Millions of Tiny Robots Atlanta, GA

June. 2018- Nov.2018

Modeled, rigged, and animated assets for clients using a combination of Maya and Unreal for use in video and Virtual Reality.