

# RUAIRI HENDERSON

Senior animator and animation supervisor with twelve years on feature, episodic, and AAA cinematic work. Lead crews of 8 to 18 animators, set quality bars, and partner with directors on performance and staging. Comfortable owning a sequence from blocking pitch through final.

## CONTACT



(360) 555-0177



ruairi.henderson@example.com



linkedin.com/in/ruairihenderson



Vancouver-adjacent,  
Bellingham, WA

## EDUCATION

BA Hons  
Animation, Ballyfermot College of  
Further Education  
June 2012

Animation Mentor  
Character Animation Track  
February 2014

## KEY SKILLS

- Maya, MotionBuilder, Toon Boom Harmony, Unreal Engine
- Supervision, dailies, director and editor partnership
- Hiring, reel review, performance evaluation
- Rig spec, facial action units, pipeline design
- Acting coaching, sequence ownership, schedule recovery

## PROFESSIONAL EXPERIENCE

Animation Supervisor | Halcyon Range Studios, Bellingham, WA  
April 2021

- Supervise a 14-person crew across two concurrent shows, owning quota, dailies, and final review handoff to the director.
- Brought a 380-shot season in on schedule by restructuring the blocking-to-spline handoff and adding a midweek polish gate.
- Hire and onboard senior and mid animators, including running performance tests and reel reviews.
- Partner with rigging to spec hero rigs for two new characters per season, including facial action units.
- Set studio-wide notes language and acting reference standards used across all three current productions.

Lead Animator | Cobalt Meridian Pictures, Toronto, ON  
February 2017 – August 2021

- Led a sequence of 92 shots for an animated feature, owning blocking pitch to final and directing four animators.
- Animated the antagonist's hero shots for the third act, including a 14-second dialogue performance in one take.
- Ran weekly acting workshops for the animation crew using filmed reference and scene breakdowns.
- Worked directly with the director and editor to reblock a sequence after story changes, holding the original delivery date.
- Authored the studio's internal animation handbook covering arcs, weight, and silhouette.

Senior Animator | Ironkite Interactive, Montreal, QC  
April 2014 – November 2017

- Animated hero cinematic shots for two shipped AAA titles, focusing on dialogue performance and combat finishers.
- Trained six animators on the studio's mocap cleanup pipeline and authored the internal documentation.
- Collaborated with creative directors on pre-vis for trailers seen by tens of millions of viewers.
- Set the quality bar for facial animation on the lead character across both titles.

Animator | Driftwood Animation, Dublin, Ireland  
April 2012 – August 2014

- Animated 2D character action for a BAFTA-nominated television series, primarily on the lead.
- Owned key sequences in the season-one finale, including the action climax.

- Helped the studio transition from paper to Toon Boom Harmony as one of two pilot animators.
- Took notes from the director and supervising animator across rapid weekly review cycles.