Scott Winthrop Holmes
Head of Animation | Animation Supervisor |
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U.S. and Irish Citizen, Canadian Permanent Resident

Profile Summary

Award-winning Animation & VFX Leader with 20+ years directing, supervising, and delivering world-class animation across film, television, and games. Expert at building and leading global teams, aligning creative vision with technical execution, and driving productions from concept through final delivery. Proven ability to operate at the executive level, blending creative excellence with operational leadership.

Core Competencies

• Creative & Strategic Leadership – Guiding large animation teams while aligning artistic vision with studio goals and brand identity.
• Production & Pipeline Management – Expertise in scheduling, budgeting, and delivering complex CG/VFX productions on time and at scale.
• Talent Development & Mentorship – Proven ability to inspire, coach, and grow global teams, fostering innovation and long-term studio strength.
• Cross-Disciplinary Collaboration – Partnering with directors, showrunners, and technical leads to balance story, design, and execution.
• Client & Stakeholder Engagement – Building trusted relationships with executives, networks, and production partners to ensure creative alignment and delivery.
• Franchise & IP Development – Experience shaping animation properties for multi-platform growth, ensuring creative longevity and audience impact.

EXPERIENCE:

Animation Supervisor/ CG Animation Director – Studios: Nickelodeon Animation | Cinesite |Rodeo FX
June 2013 – Present
Projects: *Stranger Things 4* | *Guardians of the Galaxy Vol 3* | *Welcome to Derry* | *Monarch* | *Red One* | *Etc…*
• Supervised animation teams on high-profile features and episodics, ensuring performances met the highest creative and technical standards.
• Collaborated with directors and VFX supervisors to maintain creative vision while managing deadlines and budgets.
• Oversaw workflows across Animation, Rigging, CFX, and Crowds, streamlining pipelines and supporting tool development.
• Contributed to show bidding, scheduling, and artist allocation; reviewed and mentored animators, advocating for overlooked talent.
• Directed overseas vendor teams with detailed written notes, draw-overs, and reviews to maintain quality.

Head of Animation | Cinesite: Montreal
October 2017 – 2021
• Directed and managed the creature/character pipeline, overseeing Animation, Rigging, CFX, and Crowds.
• Partnered with directors and VFX supervisors to design performance tests, establish show standards, and create animation bibles.

• Introduced new tools and workflows that improved productivity and quality across teams.
• Oversaw department hiring, staffing, performance reviews, career-pathing, mentoring, and promoting emerging talent.
• Balanced creative quality with budget and scheduling requirements across multiple concurrent shows.

Lead Animator – Studios: Framestore| DNeg | Ka-Chew!
October 2007 – March 2019
Projects: *Detective Pikachu | Paul | Commercials*
• Served as "super lead" at Framestore Montreal on Detective Pikachu, bridging responsibilities of Lead and Supervisor.
• Directed the day-to-day creative and technical needs of the team, ensuring character and creature performances met feature standards.
• Guided performance development on Paul and delivered proof-of-concept animation for Iron Man 2 and John Carter of Mars.
• Designed facial systems and defined the motion style and personality of "Mr. Mucus" in the Mucinex campaign.
• Mentored animators and collaborated across Rigging and CFX to refine pipelines.

Senior Animator – Studios: Sony Pictures Imageworks | Rhythm & Hues | Warner Bros. | Digital Domain | Weta Digital
2002 – 2007
Projects: *The Chronicles of Narnia | Open Season | Monster House | Beowulf | I Am Legend | Hop | Garfield | LOTR: The Two Towers | Hellboy II |*
• Animated across multiple styles: cartoony (Open Season), hybrid (Monster House), realistic creatures (Narnia), and performance-enhanced motion capture (Beowulf).
• Delivered key character performances, including Carlos in Hop, Scrappy Rex and demons in Scooby-Doo, and Treebeard/Ents in The Two Towers (led walk/run cycles, animated gate-opening trolls).
• Developed zombie creature performances for I Am Legend, emphasizing realism, body mechanics, and believability.
• Collaborated with Disney Legend Eric Goldberg on commercial animation, ensuring CG characters adhered to model standards.

Animator – Studios: Centropolis FX / Cinesite LA
1997 – 2002
Projects: *Godzilla | Stuart Little | The Patriot | Eight Legged Freaks | The Matrix Reloaded (development)*
• Began career in roto/compositing (Godzilla Cinefex cover highlight) before transitioning into animation.
• Delivered facial animation for Stuart Little cats and creature work across multiple projects.
• Served as lead animator on the tarantula sequence in Eight-Legged Freaks and storyboarded the dirt bike/jumping spider sequence.
• Animated and composited shots on The Patriot.

Academic Leadership
Associate Professor / Program Director — Daemen University
2012 – 2017

Built Daemen University's BFA Animation & VFX programs from the ground up; managed budgets, hiring, curriculum, and senior thesis films while carrying a 3/3 teaching load (advanced animation, figure drawing, drawing.

Instructor — iAnimate
2012-Present
WS02 Creature Behavior & Performance | WS03 Flying & Fantasy Creatures | Ongoing

Teach advanced workshops in creature animation, heavy performance, and fantasy flight.

Education

- **B.F.A.** — Otis/Parsons School of Art and Design, Illustration, 1993
- Associate in Art — Advanced Traditional Animation
- **Richard Williams'** Animation Master Class

Work Eligibility

U.S. and Irish Citizen, Canadian Permanent Resident.