

# NICHOLAS ST. CLAIR

## Lead Animator | Animation Leadership | Team Development | Production Planning

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## PROFESSIONAL SUMMARY

Lead Animator with 15+ years of experience, including nearly a decade leading animation teams on high-profile feature films and streaming projects for Sony Pictures Imageworks, Method Studios, Rhythm & Hues, and Luma Pictures. Deep experience spans character and creature animation, keyframe animation, motion capture, performance capture, and previs, alongside production planning, artist development, and cross-department collaboration. Known for mentoring artists, maintaining creative quality, and delivering complex work on demanding schedules.

## LEADERSHIP HIGHLIGHTS

- Lead Animator on 11 feature-film and streaming productions.
- Served as Acting Animation Supervisor on *Project Hail Mary*, providing leadership continuity when the production's supervisor was reassigned.
- Led teams of 8–12 animators directly and supported animation departments of 30+ artists across multiple productions.
- Managed shot allocation, workload estimation, scheduling, delivery forecasting, and target dates in partnership with production management.
- Conducted performance reviews, mentored artists, created development plans, participated in recruiting and interviews, and contributed to final shot review and approval on selected productions.

## PROFESSIONAL EXPERIENCE

### SONY PICTURES IMAGEWORKS | Vancouver, BC

Jan 2015–Present

*Lead Animator | 2017–Present*

*Senior Animator | 2015–2017*

Lead animation teams on major feature-film and streaming productions, collaborating with supervisors, production management, and partner departments to deliver high-quality work while meeting creative and schedule goals.

- Promoted to Lead Animator in 2017 on *Spider-Man: Homecoming*.
- Led teams of 8–12 animators on 11 productions while supporting larger animation departments of 30+ artists.
- Served as Acting Animation Supervisor on *Project Hail Mary* when the production's supervisor was reassigned.
- Managed shot assignments, reviews, approvals, workload estimates, schedules, target dates, and delivery priorities.
- Identified production risks early and partnered with supervisors and production management to keep work on track.
- Mentored artists through feedback, training, performance reviews, and career development; participated in recruiting and interviews.
- Contributed hands-on keyframe animation, character and creature animation, motion capture, and performance-capture editing across a wide range of projects.

### SELECTED PRODUCTIONS (Lead Animator unless noted)

Project Hail Mary (Acting Animation Supervisor); Spider-Man: Brand New Day; A Minecraft Movie; Ghostbusters: Frozen Empire

The Marvels; Ant-Man and the Wasp: Quantumania; Spider-Man: No Way Home

Spider-Man: Far From Home; Spider-Man: Homecoming; The Falcon and the Winter Soldier

Spider-Man: Into the Spider-Verse; Love, Death & Robots: Lucky 13; The Fantastic Four: First Steps (Senior Animator)

PROFESSIONAL EXPERIENCE (CONTINUED)

METHOD STUDIOS | Santa Monica, CAJul 2013–Dec 2014Staff Animator

- Created character and creature animation for feature films, commercials, and game cinematics.
- Collaborated with supervisors and cross-functional teams to meet creative and technical objectives.
- Managed multiple assignments simultaneously while meeting tight production deadlines.

RHYTHM & HUES STUDIOS | El Segundo, CAFeb 2011–Mar 2013Animator

- Produced character and creature animation for feature films, visual effects, and game projects.
- Worked closely with multidisciplinary teams in a fast-paced production environment.
- Expanded expertise in character performance, creature animation, and feature-film production pipelines.

ADDITIONAL EXPERIENCE

DUNCAN STUDIO | Pasadena, CA (Remote) | Animator - The Nut JobApr 2013–Jun 2013LUMA PICTURES | Santa Monica, CA | Animator - Oz the Great and PowerfulSep 2012–Oct 2012RED EYE STUDIO | Hoffman Estates, IL | Animation Intern - Guilty Party (Wii) CinematicJun 2010–Sep 2010

EDUCATION & TRAINING

Southern New Hampshire University - Bachelor of Arts, Graphic Design & Media Arts2016–2017iAnimate.net - Feature Animation Certificate Program2012–2014Animation Mentor - Advanced Studies in Character Animation2009–2011Animation Mentor - Advanced Animal & Creature Animation2009–2011AnimSquad - Expert Acting with Jeffrey Engel2014

TECHNICAL SKILLS

**Leadership & Production:** Team leadership; artist mentorship; performance reviews; production planning; shot allocation; workload estimation; scheduling; delivery forecasting; shot review and approval; recruiting and interviewing; cross-department collaboration

**Animation:** Character and creature animation; keyframe animation; motion capture; performance capture; motion-capture editing; previs and postvis

**Software & Platforms:** Autodesk Maya; Ragdoll Dynamics; Linux; macOS; Windows; Google Workspace

AWARDS & RECOGNITION

**Sony Pictures Imageworks Applause Awards (9):** *Project Hail Mary* (2025); *A Minecraft Movie* (2024); *The Marvels* (2023); *Spider-Man: No Way Home* (2021); *The Falcon and the Winter Soldier* (2020); *Spider-Man: Far From Home* (2019); *Love, Death & Robots: Lucky 13* (2018); *Kingsman: The Golden Circle* (2017); *Suicide Squad* (2016)

**Southern New Hampshire University:** 1st Place, 3D Modeling & Animation Student Exhibition (2016)