

# Taite Archer

Illustrator and Visual Artist

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## EXPERIENCE

### Five Peaks Animation, Syracuse, NY—

#### *Character Designer, 2D Rigger, 2D Animator*

June 2025 - August 2025

Designed, rigged, and animated characters for a Five Peaks animated series

Used Adobe Illustrator, Adobe Photoshop, and Adobe Character Animator

### Regent University, Virginia Beach, VA—

#### *Scene Shop Painter*

March 2023 - February 2024

Paint and create props for Regent University Theatre productions

## EDUCATION

### Regent University, Virginia Beach, VA—

#### *Animation*

August 2022- May 2026

Bachelor of Arts in Animation with a minor in Art

### Charles W. Baker High School, Baldwinsville, NY —

#### *Regents Diploma*

September 2019 - Graduation June 2022

4.0 GPA

Concentrated in art studies

### OCM BOCES, Syracuse, NY —

#### *Media Marketing Certification*

September 2020 - Graduation June 2022

National Technical Honor Society

## SKILLS

Character Animator - 2D  
Character Rigging

Character Animator -2D  
Animating

Illustrator - Vector based  
Character and Prop Design

Maya - 3D Modeling

Maya - 3D Animation Rigging

Maya - 3D Animating

Maya - Texturing

Procreate - Digital Illustrating

Procreate -Frame by Frame  
Animating

Photoshop - Photo Editing

Photoshop - Drawing

Premiere Pro - Video Editing

Substance 3D Painter -  
Designing and Creating  
Textures

Toon Boom Harmony - 2D  
Rigging

Toon Boom Harmony - Hand  
Drawn Frame by Frame  
Animating

## Projects

### Children's Book —

#### *In Progress*

Illustrations and layout for a  
written children's book