

Mike Swiegot

3D Animator/Layout/Previs Artist, Educator, Photographer
mike.swiegot.cg@gmail.com

A traditionally trained character animator and production artist with 15+ years of experience. With a passion for character animation, layout/cinematography, I thrive working directly with the heads of Animation/Assets/Production in order to get the best and quickest results for the clients.

Professional Experience

3D Layout Artist/3D Animator

Sinking Ship Entertainment
2025 – 2025

Season 1 – Flower & Flour (38 Episodes)
USD Pipeline/ShotGrid

Acted as a floater in the Animation Department after Layout wrapped up, in order to help with animation towards the end of production.

3D Layout Artist

Nelvana
2021 – 2024

Season 1 – Millie Magnificent (52 Episodes)
Season 2 & 3 – Agent Binky: Pets of the Universe (104 Episodes)

3D Animator

Tangent Animation
2020 – 2021

Maya and the Three (Episodes 1-9)

Professor, Game Art Program

George Brown College
2012 – 2020

Taught Introduction to Animation (1st Year), Body Mechanics 1 & 2 (2nd Year), Character Animation 1 & 2 (3rd Year)

With great results, was entrusted with restructuring the entire animation curriculum to best fit current industry demands.

Proud to have taught Ubisoft NEXT Animation Challenge winners and finalists 3 years in a row.

Instructor, Video Game Design

Toronto Film School

2014 – 2019

Taught Hard Surface 3D Modeling and Character Animation.

Senior 3D Artist

Wasabi Entertainment

2014

Helped develop The Incredible Tales of Weirdwood Manor, an Interactive Story Development App. Mainly focused on 3D Lighting & Rendering, Modeling and Compositing. Supervised a junior 3D Artist on the team.

Principal Investigator / Animation Supervisor

BitebankMedia & George Brown College

2013 – 2015

Supervised 3D Animators and 3D Modelers on a collaborative project between George Brown College and Bitebankmedia. Oversaw the selection, interview and hiring process, as well as performed quality and revision control.

3D Character Animator – TV Series

Industrial Brothers

2013

Worked in Maya on Disney Junior's Yup Yups.

3D Artist – Feature Film

SOHO VFX

2011 – 2012

Animated sequences for Abraham Lincoln: Vampire Hunter (2012) and Jack The Giant Slayer (2013)

Was responsible for camera tracking own shots in PFTrack, setting up and testing Stereoscopic Cameras in Maya.

3D Character Animator – TV Series

March Entertainment

2009 – 2011

3D Character Animator on the TV series "Mia and Me", and animated for the Playmobil DVD feature "The Quest for the Golden Scepter".

Helped out with pre-production Lighting & Rendering, Scene Prep & Layout, and Character Finaling

3D Animator – Feature Film

Spin VFX Productions

2009

Animated on the feature film “Legion”. Was responsible for creating realistic animation of angel wings on main hero and villain. Also responsible for camera tracking shots before animation.

3D Character Animator – TV Series

C.O.R.E. Digital Pictures

2007 – 2008

Animated in Houdini on the very popular TV series Super Why!

Worked in tandem with an Art Director on creating 2-minute interstitials before being moved onto the main production team.

Education

Diploma in Animation Arts – Traditional Animation

Seneca College

2004 – 2007

Certificate – Traditional Animation

Max The Mutt Animation School

2001 – 2004

Diploma in Computer Graphics Technical

Seneca College

1998 – 2000

REFERENCES AVAILABLE UPON REQUEST