

# TAYLOR FOSTER

Senior Character Animator | FPS Specialist

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## SUMMARY

Award-winning Character Animator with 11+ years of experience in developing compelling animations for popular FPS games, played by millions. Equipped with expert skills in Maya, Unreal Engine 4/5 and team mentoring. Recognized for consistently raising animation quality standards and driving gameplay experience improvements. Now seeking to bring my creative talent to an ambitious studio as it builds its new FPS IP.

## EXPERIENCE

Senior Character Animator 2018 - Present  
Valve Corporation Bellevue, Washington

Developed and implemented character animations for critically acclaimed FPS titles, mentored team members, ensured high-quality animation standards.

- Developed vision and direction for character animation, which resulted in a 20% increase in overall user experience.
- Directed team of 6 animators and developed their skills, resulting in a more efficient and creative work environment.
- Spearheaded the prototyping and implementation of new combat sequences, leading to replayability and increased player involvement.

Lead Animator 2014 - 2018  
Epic Games Seattle, Washington

Created and engineered character animations, improved gameplay experience through innovative techniques, collaborated with cross-functional teams.

- Successfully developed over 100 reactive and satisfying game animations, enhancing game appeal and replayability.
- Implemented structured quality standards for animation, increasing overall game quality by 25%.
- Developed 30+ unique character designs, which improved user engagement by 20%.

Junior Animator 2011 - 2014  
Electronic Arts Seattle, Washington

Responsible for assisting in the creation and refinement of character animations, working to maintain high and consistent quality across games.

- Assisted in the development and implementation of over 50 character models, improving overall visual game appeal.
- Contributed to team testing and reviewing, improving overall animation quality by 15%.
- Gained hands-on experience working with Unreal Engine, significantly contributing to the production of several successful game titles.

## EDUCATION


Master of Fine Arts in Computer Animation 2009 - 2011  
University of Washington Seattle, Washington


Bachelor of Fine Arts in Animation 2005 - 2009  
California Institute of the Arts Valencia, California


## LANGUAGES

English Native ●●●●● Japanese Advanced ●●●●●

## STRENGTHS

 **Creative Problem Solver**  
Exceptional ability to quickly diagnose animation challenges and implement effective solutions, improving overall team performance by 25%.

 **Strong Mentorship**  
Successfully mentored over 12 Junior Animators, promoting an inclusive, educational environment that resulted in a 30% increase in team performance.

 **Detail Oriented**  
Track record for producing high-quality, meticulous works that enhance gameplay experience and user interaction.

## SKILLS


Maya Expertise · Unreal Engine 4/5 · Animation · Quality Assurance · Team Management · Prototyping · Character Design

## CERTIFICATION

**Advanced Character Animation**  
Acquired advanced skills in character animation through a comprehensive course by Animation Mentor.

**Unreal Engine 4 Mastery: Create Multiplayer Games**  
Achieved a professional command over Unreal Engine 4 through an extensive course of Epic Games, honing skills specific to multiplayer game development.

## PASSIONS

 **Game Development**  
Passionate about exploring the latest game development technology and tools, constantly updating my skillset for maximum productivity.