

# ROBERT SMITH

## Animator/Representative

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Proficiency with 3DS Max modeling and rigging responsibilities, a primary focus on Animation. Responsible, with a positive work ethic and a undying passion for animation.

## EXPERIENCE

### Animator/Representative

#### ABC Corporation - FEBRUARY 2009 - NOVEMBER 2013

- Create a visual standard so that animations would look appealing visually, and blend seamlessly with each other during state changes.
- Work with the CEO directly to deliver his vision of the perfect player character casting system.
- Encourage weekly animation reviews so all animators can evaluate each others work together.
- Worked closely with team members of various disciplines to get animations functioning correctly in-game.
- Voluntarily participated in weekly test sessions, where we would collaborate new ideas for gameplay mechanics.
- Assist the Tech Animator with the skinning, animating and implementation of characters in the production.
- Creating content ( Games, Animation) for websites and for internet media. Animation Storyboarding.

### Animator

#### ABC Corporation - 2004 - 2009

- 3DS Max Animator on&quot;Elder Scrolls Online&quot; (PC and Console Game) (2009) (Shipped 2014).
- Included, animating characters according to art directors direction.
- Meet tight deadlines while maintaining quality.
- Address any feedback notes from supervisor in a timely manner.
- Attend daily meetings with supervising animator.
- Assist with rigging of characters.
- Designing and conceptualizing creative animations that further emphasized character.

## EDUCATION

- Associate of Applied Science in Animation Arts & Design - (Art Institute Of Houston)

## SKILLS

3DS Max, Unity, Puppet shop, Cry engine, Unreal, Maya.