

John Milligan

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Employment & Experience

Multimedia Designer, Fisher-Price

January 2020 – Present

- Animated 3D characters in Maya to visualize a story while promoting and showcasing products with their features.
- Built animation rigs to be able to control characters and product pieces.
- Edited live shoot recordings to emphasize product features for target audiences.
- Worked with clients from the storyboard phase up until the final video was delivered.

Motion Graphics Designer, Seneca Gaming Corporation

August 2019 – August 2020

- Designed attention-grabbing advertisements for promotions across multiple properties.
- Built custom animated logos stylized specifically for individual on property retailers and hosted events.
- Created graphical effects to produce energetic videos that attract and inform viewers of upcoming shows and performers.

3D Animator, Fisher Price

June 2016 – August 2019

- Portrayed toy features through both animation and storytelling for industry trade shows and web demonstrations shared on corporate social media.
- Modeled 3D assets to create captivating environments for product demonstrations, showcases, and advertisements.
- Coded custom Mel Scripts in Maya to optimize both personal and team workflow.

Provider Operations Intern, Excellus

June 2015 – August 2015

- Collaborated with different departments to create data libraries for Excellus's Intranet.
- Converted and uploaded files to their libraries to ease future access of data.

Education

Rochester Institute of Technology, 2016

Game Design and Development, B.S.
Communications, Minor
GPA: **3.96/4.0** – Summa Cum Laude

Technical Skills

Software: Maya, After Effects, Unity, Photoshop, Premiere

Coding Languages: C#, Dart, Mel, HTML, Swift