

John Milligan

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Rochester Institute of Technology - 2016
Game Design and Development – B.S.
Minor: Communications
GPA: **3.96/4.0** - Summa Cum Laude

EXPERIENCE

Seneca Gaming Corporation: Motion Graphics Designer

August 2020- Present

- Designed advertisements for promotions that occur on multiple properties.
- Created videos that display information for scheduled performers and events.
- Animated logos for on property retailers and hosted events.

Fisher Price Mattel: Animator & Video Editor

June 2016- August 2019

- Portray toy features through both animation and storytelling for industry trade shows and web demonstrations shared on corporate social media.
- Model 3D assets to create background environments for product demonstrations, showcases, and advertisements.
- Created Mel Scripts in Maya to optimize team workflow.
- Edit live shoot recordings to emphasize product features for target audiences.

Excellus: Provider Operations Department

June 2015- August 2015

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

SKILLS

Animation:

- Multiple characters communicating with each other through a variety of dialogues.
- Characters interacting with each other to express themselves.
- Manipulate quadrupeds in creative ways to represent different animal motions.
- Loop animations seamlessly to create cycles such as idle, walk, run, and interactions.
- Knowledge of how to create character and object rigs.

3D Modeling:

- Create low polygon game models to best suit the engine.
- Able to create props to decorate and improve environment of a room.
- Background in level design to create in depth levels.

Coding

- Proficient in writing custom scripts and expressions in MEL to increase workflow.
- Knowledge in HTML and CSS to create custom websites.
- Familiar with C# and Swift.

Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects, Unity, Autodesk Mudbox