

# Bob Wilson

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**Experienced animator transitioning into technical roles by studying Computer Science and Game Development at MSU.**  
**Seeking internships in game programming, technical animation, animation engineering, and software engineering.**

## Education

### Michigan State University

East Lansing, MI

B.S. in Computer Science, Concentration in Multimedia and Graphics (expected May 2027)

Minor: Game Design & Development | Michigander Scholar | GPA 3.7

### Washtenaw Community College

Ann Arbor, MI

Computer Science coursework | GPA 4.0 | Dean's List | Phi Theta Kappa Honor Society

### Animation Mentor

Emeryville, CA

Diploma for Advanced Studies in Character Animation | Animals & Creatures Master Classes

### Macomb Community College

Warren, MI

Associate of General Studies | GPA 4.0 | *summa cum laude* | Dean's List | Studied Digital Art & Animation

## Technical Skills

**Languages:** C++, C#, Python, Java, UML

**Developer Tools:** Unity, Rider, Visual Studio, VS Code, CLion, Git, Visual Paradigm, HacknPlan, Trello, Perforce, Jira, Windows, Mac, Linux

**Certifications:** Unity Certified User: Programmer, PCEP Certified Entry-Level Python Programmer

## Software Engineering Experience

### Game Development Intern

Sep 2025 – current

#### Will Winn Games

East Lansing, MI

- Implementing Unity gameplay systems in C# for the upcoming game *BlastBall: All-Stars*.

### Software Engineering Intern

May 2025 – Aug 2025

#### General Motors – Global Manufacturing Electrical & Software Defined Vehicles (SDV)

Warren, MI

- Developed embedded systems software in C++ using Visual Studio to fix bugs, automate workflows, and improve performance.
- Identified and resolved memory leaks using Valgrind and performed static analysis with Cppcheck to uncover additional bugs.
- Collaborated in Agile workflows using Git, Jira, and Confluence, contributing to ticket management and technical documentation.

### Software Engineering Intern

Jan 2025 – Mar 2025

#### Freight Verify (Real-time visibility platform for complex supply chains)

Ann Arbor, MI

- Resolved Java and Python bugs in the Finished Vehicle tracking software used by GM and Ford dealerships.

### Robotics Software Engineering Intern

Feb 2024 – Apr 2024

#### Skydio, The world leader in autonomous drones (payroll by Open Avenues Foundation)

San Francisco, CA (remote)

- Developed a dynamics simulation and feedback controller for Skydio's quadrotor drone in Python.

## Projects

### Medieval Sorceress - 2D platformer developed in Unity (MI 231: Game and Interactive Media Development)

Nov 2025 – Dec 2025

- Game design and C# programming for player controller, teleporting, enemies, projectiles, camera, sound manager

### Trickstir - Rotational puzzle Unity game group project (MI 445: Game Design and Development I)

Sep 2025 – Oct 2025

- Created UML diagram, wrote C# scripts for Goal, Hazards, level previews, tutorials, sound manager, animation state machine.
- Fixed bugs with the menu system, UI buttons, and other aspects of the game.

### Bug Blasting - 3D first person shooter game developed in Unity (CAS 117: Games and Interactivity)

Mar 2025 – Apr 2025

- Game design and development, C# programming, level design, lighting, and animation state machine editing.
- Fixed a number of C# bugs with the tutorial project that was provided in class.

### Sparty-In-A-Box - C++ animation and simulation software (CSE 335: Object Oriented Software Design)

Nov 2024 – Dec 2024

- Created a 2D animation software that includes a jack-in-the-box simulator with crank, gears, and shafts using C++ and wxWidgets.
- Led the team-based UML design of the jack-in-the-box simulator, the only team whose design was approved on the first attempt.

### Sparty's Boots - C++ game group (CSE 335: Object Oriented Software Design)

Oct 2024 – Nov 2024

- Team created an educational logic puzzle game where the player builds circuits using AND, OR, NOT logic gates.
- Created initial class design, wrote several classes in C++ and wxWidgets, refactored teammates' code, and fixed bugs.

## Animation Experience

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<b>DreamWorks Animation</b> (Glendale, CA, remote) • Animator	Jan 2023 – Dec 2023
<ul style="list-style-type: none"><li>• Animated characters for the films <i>Trolls Band Together</i> and <i>Kung Fu Panda 4</i>.</li><li>• Filed detailed Jira bug reports to improve proprietary animation software (Premo) and character rigs.</li><li>• Worked closely with Technical Directors and Software Engineers to reproduce issues and validate fixes.</li></ul>	
<b>Pixar Animation Studios</b> (Emeryville, CA, remote) • Animator	Dec 2021 – Dec 2022
<ul style="list-style-type: none"><li>• Animated characters for <i>Cars on the Road</i>, animated crowd characters for <i>Elio</i> and <i>Elemental</i>.</li><li>• Submitted 100+ bug reports and feature requests for Pixar's proprietary animation software (Presto).</li><li>• Collaborated with Animation Tools engineers to troubleshoot issues and test new features.</li><li>• Provided UX feedback on an early layered animation tool to improve animator workflows.</li></ul>	
<b>PlayStation Studios Visual Arts</b> (San Diego, CA, remote) • Senior Cinematic Animator	Apr 2021 – Dec 2021
<ul style="list-style-type: none"><li>• Animated character faces using Maya for the PS5 game <i>God of War Ragnarök</i> cinematics.</li></ul>	
<b>Digital Domain</b> (Los Angeles, CA, remote) • Senior Cinematic Animator	Dec 2020 – Mar 2021
<ul style="list-style-type: none"><li>• Animated characters using Maya for the cinematic <i>Apex Legends   Stories from the Outlands – "Northstar"</i>.</li></ul>	
<b>MPC Film</b> (Los Angeles, CA, remote) • Senior Animator	June 2020 – Dec 2020
<ul style="list-style-type: none"><li>• Animated dinosaur previs for <i>Prehistoric Planet 2</i> (Apple TV+).</li></ul>	
<b>Encore VFX</b> (Burbank, CA) • Senior Animator	Feb 2020 – May 2020
<ul style="list-style-type: none"><li>• Animated characters using Maya for the TV shows <i>Batwoman</i>, <i>Supergirl</i>, <i>Doom Patrol</i>, and <i>The Flash</i>.</li></ul>	
<b>Cinesite</b> (Montréal, QC) • Senior Animator	Oct 2018 – Dec 2019
<ul style="list-style-type: none"><li>• Animated characters using Maya for the Netflix animated films <i>Extinct</i> and <i>Fearless</i>.</li></ul>	
<b>Atomic Fiction</b> (Oakland, CA) • Senior Animator	May 2018 – Jul 2018
<ul style="list-style-type: none"><li>• Animated characters for the film <i>Welcome to Marwen</i> and spaceships for the film <i>The Predator</i>.</li></ul>	
<b>Tippett Studio</b> (Berkeley, CA) • Animator	Jul 2017 – May 2018
<ul style="list-style-type: none"><li>• Animated characters for <i>The Orville</i> and <i>Asura</i>, and dinosaurs for <i>Jurassic World: Fallen Kingdom</i> marketing.</li></ul>	
<b>Industrial Light &amp; Magic</b> (San Francisco, CA) • Animator	Feb 2016 – Jul 2017
<ul style="list-style-type: none"><li>• <i>Rogue One: A Star Wars Story</i>, <i>Nissan Battle Test VR</i>, <i>Ninja Turtles 2</i>, <i>Transformers 5</i>, <i>Carne y Arena VR</i>, <i>The Last Jedi</i>, <i>Star Wars</i> app</li><li>• Beta-tested a proprietary motion capture blending tool, providing user experience feedback to the developers.</li></ul>	
<b>Ubisoft</b> (San Francisco, CA) • Senior Animator	Oct 2015 – Feb 2016
<ul style="list-style-type: none"><li>• Animated characters for the game <i>South Park: The Fractured But Whole</i>.</li><li>• Play-tested early versions of the game and suggested features.</li></ul>	
<b>Electronic Arts / Maxis</b> (Redwood City, CA) • Animator	Jun 2015 – Oct 2015
<ul style="list-style-type: none"><li>• Animated characters for <i>The Sims 4</i> expansion packs <i>Get Together and Cool Kitchen</i> and set up state machines.</li><li>• Filed 160+ bug reports during the playtest, helping the software engineers fix numerous pre-release issues.</li></ul>	
<b>Industrial Light &amp; Magic</b> (San Francisco, CA) • Animator	Mar 2014 – May 2015
<ul style="list-style-type: none"><li>• Animated characters and creatures for the films <i>Transformers 4</i>, <i>TMNT</i>, <i>Tomorrowland</i>, <i>Jurassic World</i>, <i>Ant-Man</i>.</li><li>• Beta-tested a proprietary dinosaur tail physics simulation tool, providing user experience feedback to the developers.</li></ul>	

Animation portfolio: <http://www.bobwilsonanimation.com>

## Awards and Honors

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- Michigan Competitive Scholarship for Outstanding Academic Achievement – State of Michigan
- Bronze Award in the Thirty-Ninth Annual Michigan Mathematics Prize Competition – Mathematical Association of America
- Semi-Finalist for the U.S. Physics Team for the XXVII International Physics Olympiad – American Institute of Physics
- Finished in the top 1% in the nation with an ACT score of 33, with perfect scores of 36 in Mathematics and Science Reasoning
- AP Scholar (Chemistry, Calculus BC, Physics B) – The College Board
- Most Show Spirit Award on the film *Ant-Man* – Industrial Light & Magic
- Best Overall Shot Award on the film *Tomorrowland* – Industrial Light & Magic