

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

DreamWorks Animation (Glendale, CA, remote) • Animator	Jan 2023 – Dec 2023
• Animated characters for the films <i>Trolls Band Together</i> and <i>Kung Fu Panda 4</i> . • Filed detailed Jira bug reports to improve proprietary animation software (Premo) and character rigs. • Worked closely with Technical Directors and Software Engineers to reproduce issues and validate fixes.	
Pixar Animation Studios (Emeryville, CA, remote) • Animator	Dec 2021 – Dec 2022
• Animated characters for <i>Cars on the Road</i> , animated crowd characters for <i>Elio</i> and <i>Elemental</i> . • Submitted 100+ bug reports and feature requests for Pixar's proprietary animation software (Presto). • Collaborated with Animation Tools engineers to troubleshoot issues and test new features. • Provided UX feedback on an early layered animation tool to improve animator workflows.	
PlayStation Studios Visual Arts (San Diego, CA, remote) • Senior Cinematic Animator	Apr 2021 – Dec 2021
• Animated character faces using Maya for the PS5 game <i>God of War Ragnarök</i> cinematics.	
Digital Domain (Los Angeles, CA, remote) • Senior Cinematic Animator	Dec 2020 – Mar 2021
• Animated characters using Maya for the cinematic <i>Apex Legends Stories from the Outlands</i> – “Northstar”.	
MPC Film (Los Angeles, CA, remote) • Senior Animator	June 2020 – Dec 2020
• Animated dinosaur previs for <i>Prehistoric Planet 2</i> (Apple TV+).	
Encore VFX (Burbank, CA) • Senior Animator	Feb 2020 – May 2020
• Animated characters using Maya for the TV shows <i>Batwoman</i> , <i>Supergirl</i> , <i>Doom Patrol</i> , and <i>The Flash</i> .	
Cinesite (Montréal, QC) • Senior Animator	Oct 2018 – Dec 2019
• Animated characters using Maya for the Netflix animated films <i>Extinct</i> and <i>Fearless</i> .	
Atomic Fiction (Oakland, CA) • Senior Animator	May 2018 – Jul 2018
• Animated characters for the film <i>Welcome to Marwen</i> and spaceships for the film <i>The Predator</i> .	
Tippett Studio (Berkeley, CA) • Animator	Jul 2017 – May 2018
• Animated characters for <i>The Orville</i> and <i>Asura</i> , and dinosaurs for <i>Jurassic World: Fallen Kingdom</i> marketing.	
Industrial Light & Magic (San Francisco, CA) • Animator	Feb 2016 – Jul 2017
• <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 • Beta-tested a proprietary motion capture blending tool, providing user experience feedback to the developers.	
Ubisoft (San Francisco, CA) • Senior Animator	Oct 2015 – Feb 2016
• Animated characters for the game <i>South Park: The Fractured But Whole</i> . • Play-tested early versions of the game and suggested features.	
Electronic Arts / Maxis (Redwood City, CA) • Animator	Jun 2015 – Oct 2015
• Animated characters for <i>The Sims 4</i> expansion packs <i>Get Together</i> and <i>Cool Kitchen</i> and set up state machines. • Filed 160+ bug reports during the playtest, helping the software engineers fix numerous pre-release issues.	
Industrial Light & Magic (San Francisco, CA) • Animator	Mar 2014 – May 2015
• 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> . • Beta-tested a proprietary dinosaur tail physics simulation tool, providing user experience feedback to the developers.	

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

Awards and Honors

- 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