



Anthony Gentile

Adynamic Animator with five years of experience in game development specializing in Maya, motion capture, and 3D modeling. A proven track record of coordinating with creative teams to develop complex human character animations for game cinematics and sequences.

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Professional Experience

Animator

Excelsior Games, San Francisco, CA July 2019- Present

- ◆ Create animation content and visual assets during pre-production to design character animations to capture complex human emotions for action RPG titles generating over \$5M in sales, including Revenant Sun, Arcadia Lost, and Starfall
- ◆ Create gameplay animations using Maya and keyframing techniques within the in-game engine, perform bug fixes and quality assurance testing, and support redesigns
- ◆ Perform 3D modeling and rigging and identify opportunities to enhance workflows and ensure alignment with strict game development deadlines

Animator

Starlight Gaming Inc., San Francisco, CA May 2017 - July 2019

- ◆ Collaborated with a team of five animators to create high-quality visual assets and character animations for a mobile RPG title, Those We Save, which garnered 7M downloads over two years
- ◆ Utilized motion capture techniques to refine animation and character models and ensured alignment with the aesthetic vision of the director

Education

Bachelor of Science (B.S.) Animation

University of San Francisco,
San Francisco, CA
September 2013 - May 2017

Key Skills

- 3D Animation
- Maya
- Motion Capture
- 3D Modeling
- Game Development

Certifications

- Final Cut Pro X Certification, Apple, 2017
- Adobe Animator Certification, Adobe, 2017