

SUMMARY

Ambitious character animator with an eye for bringing dynamic personalities and flair that enhance the gaming experience. Thrives on pushing animations to the peak of their potential, from body structure to behavior. Skilled in both keyframe and motion capture animation. Works well in both collaborative and individual environments.

TECHNICAL EXPERIENCE

Advanced	Familiar
Autodesk Maya	Unreal Engine 4
Vicon Blade	Unity
UDK 3	ZBrush
Autodesk Mudbox	Autodesk MotionBuilder
Marvelous Designer	Crazybump
Adobe Photoshop	xNormal
Microsoft Office Suite	
Adobe After Effects	

SKILLS

- Incredible organizational skills, intelligent and motivated, easily trained/quick learner
- Familiar with game design pipeline from concept to completion
- Able to work under harsh deadlines, experienced and comfortable cooperating with others on a team project
- Ready to learn from colleagues and mentors, receives critique well
- Background in fine arts, frequently works with digital art on character, environment, and prop concepts

EXPERIENCE

Puppet Quest | April 2015 – June 2015

Animation Intern at Flatter than Earth | 3D side-scroller in Unity

- Produced keyframe animations for two main characters. Worked closely with a small team to learn more about working within Unity.

Kill la Kill: Don't Lose Your Way! (Student Project) | July 2014

Art Lead | 2D Flash game

- Created all character art assets and character animations in group project (3 people). Animations included an idle, walk, run and attack. Assets were created in Photoshop CS5, styled in 16-bit format.

Speakeasy (Student Project) | April 2014

Group Leader | 3D Level in UDK 3

- Planned weekly objectives, met deadlines and established strong communication among all group members (5 people). Created concept art and 3D assets for game level.

EDUCATION

Ex'pression College | May 2015

Bachelor of Applied Science, Game Art & Design