

Kristin Gardner

Diamondhead, MS - Email me on Indeed: [indeed.com/r/Kristin-Gardner/7b06b0fbc5b0923e](https://www.indeed.com/r/Kristin-Gardner/7b06b0fbc5b0923e)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

Druid Gameworks - November 2015 to Present

Work Responsibilities:

- Created character rigs in Maya for bipeds and quadrupeds
- Created character animations in Maya for bipeds and quadrupeds
- Retargeted animations assets in game engine (UE4)
- Created phonemes in Maya for use within FaceFX software
- Implemented NVidia Apex cloth into rigged characters for use within game engine (UE4)
- Modeled, UV mapped, rigged, and animated several low poly animals such as rabbits, dragonflies, lizards, etc.
- Tested all animations with game engine (UE4)
- Attended bi-monthly meetings as well as provided short weekly updates
- Being a remote studio, learned to use perforce for content syncing, slack for communications, nimbleschedule for time management

Accomplishments:

- Studio produced one early access PC-based game available on Steam; working toward finishing the game

Lead Animator/3D Modeler

Dark Ice Studios - March 2015 to March 2016

Work Responsibilities:

- Responsible for rigging, skinning, animating 3D models of human characters
- Responsible for cleaning up motion capture animations
- Responsible for testing completed animations in game engine (Unreal Engine 4)
- Attended weekly meetings and always had a line of communication open
- Volunteered to turn creature concept art into 3D models
- Volunteered to UV map and texture various 3D models

Accomplishments

- Learned how to create rigs for game engine software. Became the lead animator of the company.

iD Tech Instructor

iD Tech - Atlanta, GA - June 2014 to August 2014

Work Responsibilities:

- Responsible for teaching teens basic Maya skills and functions within a week
- Available to teach advance techniques to more advance students
- Also responsible for overseeing activities and overnight campers

Teaching Assistant

Huntington University - Huntington, IN - August 2013 to December 2013

Work Responsibilities:

- Responsible for keeping everyone on task and answering any questions pertaining to Maya
- Teaching new maya techniques to students such as lighting and animation

Internship

Apoc Studios - January 2013 to May 2013

Work Responsibilities:

- Created environmental elements for a game on a case-by-case basis
- Create these elements in low-poly format for use within a game

Freelancer Modeler, Animator, Rigger

Elance - 2015

Work Responsibilities:

- Worked with client to make the best possible project, fulfilling their wants and needs for their project

EDUCATION

Bachelor of Science in Digital Media Arts - Animation

Huntington University - Huntington, IN

2010 to 2014

SKILLS

3d modeling and animation using Maya, rigging skills using Maya, bringing animations into game engine software (UE4), Photoshop, ZBrush, Toon Boom

LINKS

<http://kristingardner.weebly.com>