James Arvin

Los Angeles, CA - Email me on Indeed: indeed.com/r/James-Arvin/a05c7fedea77b76c

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

Activision   -   Santa Monica, CA - April 2015 to Present

Responsibilities
Creating the highest quality animations/rigs for the widely known Skylander franchise.

Accomplishments
Successfully created and implemented animations within target deadlines for a product shipping worldwide

Skills Used
Animation
Rigging
Animation Engine Integration
Maya
3Ds Max
Unity
Photoshop

Senior Animator

Stardock Entertainment   -   Los Angeles, CA

Currently creating outstanding animations and complex rigs for both humans, creatures and environments, as well as assisting in Cinematic Animation. Responsible for maintaining the quality/ consistency of animations, fixing any problems that should arise in the animation pipeline, overlooking model creation to ensure efficiency, as well as writing tools to improve workflow in the animation pipeline. Current Project: Sorcerer King (PC 2015).

Accomplishments
Multiple successfully shipped titles with animation praise, shipped titles being the only animator and rigger on the project.

Legendary Heroes (PC) (May 2013)
Responsible as the only Animator and Rigging artist for LH, created all in-game animations and rig setups.

Fallen Enchantress (PC) (2012)
Animation + Rigging

Skills Used
Character Animation, Rigging, Skinning, Mel Scripting, Python Scripting

Senior Animator

Pixo Entertainment   -   Southfield, MI - November 2010 to June 2011

Responsibilities

Promoted to Senior Animator after being contracted for only 3 months. Worked on set at a motion capture studio, retargeted and cleaned mocap data, rigged characters, created animations for multiple projects, led/mentored a team of 4 animators.

Skills Used
Motion Capture Cleanup, Character Animation, Rigging, Skinning, Mel Scripting, Python Scripting

EDUCATION

Bachelor of Science in Computer Animation
Full Sail University   -   Winter Park, FL

SKILLS

Animation
Character Animation
3D Animation
Rigging
Python
Mel Scripting
Autodesk Maya
Autodesk MotionBuilder
Adobe After Effects
Adobe Photoshop
Unity
Unreal

LINKS

http://www.dropr.com/jamesarvin