

K Ersaggi

ANIMATOR

Austin, TX - Email me on Indeed: [indeed.com/r/K-Ersaggi/b43ba53425cbb4f3](https://www.indeed.com/r/K-Ersaggi/b43ba53425cbb4f3)

WORK EXPERIENCE

ANIMATOR

ARTCRAFT ENTERTAINMENT - Austin, TX - December 2014 to February 2015

Animated in-game player characters for MMO title: Crowfall.

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TRC FAMILY ENTERTAINMENT - May 2013 to May 2014

Animated in-game characters and cinematic sequences for transmedia projects on iOS and PC.

- Managed cinematic animation production, and gave direction to outsource Lighter and VFX artists.
- Advised improvements to 3D model topology and rigging techniques.

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DISNEY INTERACTIVE - Austin, TX - May 2009 to April 2013

Animated in-game characters and in-game cut scenes for two AAA shipped titles: Disney's Epic Mickey and Disney's Epic Mickey 2: The Power of Two.

- Sole animator of Oswald the Lucky Rabbit on Epic Mickey 1 production. Disney Interactive received Best Character of 2010 from IGN based on Oswald's "phenomenal yet subtle" performance.
- Gained buy-in from the art director and lead designer to redesign an AI character's visual appearance, functionality, and mechanics to improve game objectives.

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LAIKA HOUSE - Portland, OR - May 2008 to May 2009

Animated lead characters, quadruped monsters, and theatrical dialogue in several cinematic sequences for CAPCOM shipped title: Dark Void.

- Made animations for game pitch based on Pixar's Toy Story franchise.
- Participated in non-game projects like Honey Nut Cheerios commercial and M&M tv spot.

ARTIST ♦ FREELANCE

Tampa, FL - June 1996 to April 2007

Commissioned to design and paint landscapes, and animal portraits using oil or acrylic medium.

- Featured two art pieces on display in the White House and the Capitol Building.

LINKS

<http://www.kellyversaggi.blogspot.com>

ADDITIONAL INFORMATION

KEY SKILLS

3D Animation ♦ Cinematics ♦ Layout ♦ Storyboarding ♦ Storytelling
Improv ♦ Mentoring ♦ Game Development ♦ TV Production

TECHNICAL PROFICIENCIES

Maya ♦ 3DS Max ♦ Perforce ♦ Unity Mecanim ♦ Havok Behavior ♦ Premiere Pro
Character Rigging Basics ♦ Photoshop ♦ Corel Painter ♦ After Effects ♦ Word ♦ Excel