

LENIN GARCIA | 3D Animator

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SUMMARY

Highly skilled 3D Animator with 10+ years of experience creating and animating diverse characters for mobile and PC games. Advanced proficiency in rigging, character integration and in developing tools that optimize animation workflows. Fluent in both artistic and technical collaboration, with a proven track record of delivering exceptional animations that enhance gameplay and storytelling.

EXPERIENCE

Senior 3D Animator | Rigger Feb 2014 – May 2024
SRG Studios (Hybrid) San Juan, Puerto Rico

- Contributed to the development of over 10 released mobile games, a PC game and 50+ tested prototypes, including popular titles like Champion Shift, Jaws.IO, and Ink Inc., which collectively garnered over 250 million downloads.
- Animated a diversity of characters, including bipeds, quadrupeds, creatures and robots, ensuring high-quality fluid motion.
- Rigged and integrated characters into the game engine, meeting artistic and technical requirements.
- Collaborated closely with design, VFX and art teams, to conceptualize and develop animations aligned with game objectives.
- Optimized the animation workflow with custom Python tools, increasing team efficiency.

3D Animator | Rigger Oct 2009 – Feb 2014
Easley-Dunn Games | Remote

- Animated and rigged biped and quadruped characters for indie game projects.
- Designed user interface and created cinematics for trailers, enhancing marketing efforts.
- Worked with a remote team, efficiently meeting project goals and deadlines.

EDUCATION

Associate of Arts (AA) in Advanced Character Animation 2007 – 2009
Animation Mentor

Bachelor of Fine Arts (BFA) in Graphic Design 2003 – 2005
Atlantic University

ADDITIONAL INFORMATION

Fluent in English and Spanish
Available for relocation and remote opportunities

TOOLS

Maya
MotionBuilder
Blender
Unreal Engine
Unity
Spine

SKILLS

3D Animation
Keyframe Animation
Mocap Editing
Creature Animation
Rigging
Blueprint Scripting
Python Tool Development
Team Leadership
Project Management

GAME DEVELOPMENT INITIATIVE

- Organized Game Jams and educational events
- Leadership roles in the local IGDA chapter
- Fostering community engagement in game development.

EXTENDED EDUCATION

Primitive Planning to Polish Stefan Iverson	2024
Motion Capture For Games Harvey Newman	2024
MotionBuilder Workshop iAnimate - Brent George	2023
Dynamic Action Workshop Animawarriors - Stephen Eusebio	2023
Facial Acting Workshop Animawarriors - Kevin Nguyen	2022
Creature: Fight or Flight Animation Mentor - Jean-Denis Haas	2014