

TAYLOR FOSTER

3D Animator | Game Developer | Digital Artist

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linkedin.com

Denver, Colorado

SUMMARY

Experienced 3D Animator with over 8 years of experience. Expert in Maya and 3ds Max, contributing to +50 successful game projects with my high-quality animation skills. My creativity has helped to engender memorable gaming experiences reaching millions globally.

EXPERIENCE

Senior 3D Animator

Activision

2015 - Present

Denver, Colorado

Facilitated the process of creating high-quality animations for a range of popular video games.

- Developed and executed creative, visually appealing character and particle animations resulting in increase in game downloads by 12%
- Collaborated with a team of 10 artists and animators to produce animations for over 20 successful games
- Drafted and implemented standard operating procedures for the animation department which increased efficiency by 30%

3D Animator

Electronic Arts

2011 - 2015

Denver, Colorado

Helped creating high-quality animations for a wide variety of video games.

- Conceptualized and designed character movements and expressions for 10+ game titles, enhancing user interaction by 20%
- Assisted in improving the animation development process that saved approximately 15% of the allocated project time
- Led the animation team for a game title that achieved 2 million downloads within the first month of release

Junior 3D Animator

Ubisoft

2008 - 2011

Denver, Colorado

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- Played an instrumental role in the creation of a popular game title, with 5 million downloads in 6 months
- Executed complex animations that led to a 7% increase in player's game session time
- Crafted visually striking atmosphere effects that enhanced the game world immersion

EDUCATION

Master's Degree in Game Design

University of Southern California

2006 - 2008

Los Angeles, CA

Bachelor's Degree in Animation

Savannah College of Art and Design

2002 - 2006

Savannah, GA

STRENGTHS



Creative Thinking

Conceptualized and brought to life unique animations for over 50 game titles.



Leadership

Led animation teams in successful projects, with notable accomplishments in increasing efficiency and collaboration.



Results Oriented

Implemented procedures and design changes leading to significant increases in efficiency and game downloads.

SKILLS

3D Animation	Maya	3ds Max
Blender	Mudbox	ZBrush
Cinema4D	Unreal Engine	Unity
Game Development		
Character Animation		Team Leadership
Project Management		

CERTIFICATION

Certificate in Advanced 3D Animation

Acquired advanced skills in 3D animation from Autodesk Maya Courses.

Certificate in Advanced Game Design

Learned to create interactive and engaging games from Coursera.

PASSIONS



Gaming

Avid gamer, with a keen interest in understanding game mechanics, narrative techniques, and animation in different game genres.



Digital Art

Enjoy creating digital art, enhancing my understanding of visual aesthetics and creativity, crucial for my role as a 3D animator.

LANGUAGES

English
Native

