

Summary:

Character Animator with 4 years of game development experience captivating players with vibrant performances and impactful gameplay animation that's as satisfying to watch as it is to play.

Experience:

Titan Forge Games (Hi-Rez Studios, Inc.)

10/2018 - 09/2022

Animator

- Responsible for the design, production and implementation of game play and personality animation assets for the player characters, NPCs and creatures of *SMITE*.
- Rapidly and efficiently completed hand-keyed animation on a bi-weekly patch cycle.
- Collaborated intensively with teammates to develop appealing character profiles and animation sets that reinforce visceral gameplay with charismatic performances.
- Constant cross-functional collaboration with Tech, Art and Design teams to ensure quality and a smooth integration of assets into engine.
- Elected to be the point-of-contact on the animation team for the production of multiple characters; including promotional content for 'Stranger Things' (Netflix).

Rooster Teeth Productions, LLC

10/2014 - 12/2017

Animator

- Responsible for producing character animation from start to finish for several animated projects (*Xray & Vav*, *Red vs Blue*, *RWBY*, *RWBY Chibi*).
- Combined hand-keyed and motion capture animation to efficiently craft a vast quantity of action and narrative scenes.
- Directed and also performed several motion capture recording sessions nearly daily.
- Regularly contributed to other departments during periods of high-volume production, such as creating miscellaneous art assets, machinima and vocal performances.
- Animated official 'Halo' rigs and assets (provided by 343 Industries)

Education:

The Savannah College of Art and Design

09/2010 - 11/2013

Bachelor of Fine Arts in Animation

Skills:

Technical:

- 2D/3D animation pipelines
- Motion capture processing
- Modeling, texturing, rigging
- Game development
- Traditional art

Professional:

- Enthusiastically collaborative
- Seeks out critique
- Adaptable, fast learner
- Self-motivated
- Strong communicator

Software:

- 3DS Max, Maya
- ZBrush, Blender
- Adobe Creative Suite
- Unreal, Unity