

Dylan Gordon

3D Animator / Tech Artist

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About

A character focused 3D animator with 3+ years of professional experience who's contributed to the completion of 2 shipped indie titles, an animated trailer, and other countless individual projects.

I can assure quality animation and rigging work, constantly striving to push boundaries and improve my craft. I'm detail-oriented, and live to solve new problems and work on creating unique games.

Skills

3D Animation

Motion Capture

Character Rigging

Autodesk Maya

Blender

Unreal Engine

Unity

Basic Python

Adobe Suite

Education

2019 - 2023

B.S. in Digital Media

East Tennessee State University

Work History

Oct. 2024 - Current

Animator and Technical Artist | U24 Solutions

- Responsible for rigging various creatures and bosses for U24's upcoming game Cradle of Sins
- Implemented blendshapes for various armor to morph with a character's body type
- Tasked by lead developer and successfully created a full body Groom for the game and the trailer
- Developed custom blendshapes for different characters and hair types to create a custom character creator with the dev team

Jan. 2024 - Oct. 2024

Character Animator | PanoVerse

- Collaborated with developer to create root motion animations for their first person shooter game titled Havoc
- Worked on 67 third person root motion cycles to replace old stock animations
- Averaged 12 seconds worth of animation per day from first blocking to polish
- Developed full rigs for weapons and characters

Oct. 2023 - May. 2024

Freelance Animator | KomodoBit Games

- Created keyframe animations over two games for various characters
- Cleaned and rigged 3D models before use in animations
- Collaborated with the developer to exaggerate animations for a third person view
- Completed an average of 20-30 animation sets in around a week and a half time frame