



(706) 252-0060 || Knoxville, Tennessee

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Summary

A character focused 3D animator with 2+ years of work experience who's succeeded in creating fluid, eye-catching animation along with 3D rigging for games, web, and cinematic film. Extroverted and appreciative professional with an ambitious mindset for achieving quality work.

Skills

- Autodesk Maya
- Keyframe Animation
- Motion Capture
- Rigging
- Video & Photo Editing

Software

- Autodesk Maya
- Unreal Engine 4 & 5
- Unity
- Motionbuilder
- Adobe CC

Work Experience

Jul. 2024 - Sept. 2024

Animator and Rigging Artist | Thinker Friends Agency

- Solo animator and rigging artist, responsible for rigging characters, clothing, and objects
- · Responsible for creating high-quality animations for both the game pitch, as well as the main website

Apr. 2024 - Sept. 2024

Character Animator | Hobbes Studio

- Solo animator responsible for conceptualizing and creating animation for a Tron-inspired platformer
- Worked alongside the lead developer to create animation variation that reflects the character's personality
- Created in place and root motion animation to give options on game development, totaling 50+ mixed animations

Feb. 2024 - Jun. 2024, Aug. 2024 - Sept. 2024

Character Animator | PanoVerse

- Collaborated with developer to create both in-place and root motion animations
- Worked on 67 third person root motion animations to replace old stock animations
- Averaged 12 seconds worth of animation per day from first blocking to polish
- · Helped to further experimental ideas and collaborated with working on new features to the game

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

Education

2019 - 2023