

# Dylan Gordon

## 3D Animator

(706) 252-0060 || Knoxville, Tennessee || [Website](#) || [LinkedIn](#) || dm.gordon.business@gmail.com

## Summary

---

A character focused 3D animator with 3+ years of work experience who's contributed to the completion of 2 shipped indie titles, an animated trailer, and worked on 20+ individual projects. My flexibility and dedication to honing my craft is only trumped by the high-quality animations themselves.

## Work Experience

---

*Oct. 2024 - Current*

**Animator and Technical Artist | U24 Solutions**

- Responsible for rigging creatures and bosses for U24's upcoming game **Cradle of Sins**
- Developed and cleaned joint systems for four unique robots for procedural animation in Unreal Engine
- Tasked by lead developer and successfully created a full body Groom using XGen for a cinematic trailer
- Modified and converted Groom into hair cards to use on the game ready version of the boss monster

*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

## Skills / Software

---

3D Animation	Motion Capture
Character Rigging	Autodesk Maya
Blender	Unreal Engine
Unity	Basic Python
Adobe Suite	Detail-Oriented
Communicator	Problem Solver

## Education

---

*2019 - 2023*

**B.S. in Digital Media |  
East Tennessee State University**