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## 3D Character Animator Resume

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### Job Objective

To find employment as a 3D Character Animator in a top company where I can contribute and continue to grow as an artist.

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### Highlights of Qualifications:

- Strong experience in particle animation using Maya
  - Exceptional knowledge of illustration and modeling
  - Outstanding knowledge of 3D animation and graphics
  - Sound ability to develop logo animations
  - Profound ability to prepare storyboard for complex projects
  - Ability to meet deadlines for projects
  - Ability to comply to animation principles
  - Solid understanding of various 3D environment
  - Ability to create animations in different styles
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### Professional Experience:

3D Character Animator  
Blizzard Entertainment, Nashua, NH  
August 2007 – Present

- Developed animation for full characters of various types.
- Designed motion sets for all real time characters.
- Coordinated with various departments to implement motion sets.
- Collaborated with character artists and riggers to develop characters.
- Designed full scene with help of cinematic animations.

3D Character Animator  
Konami Digital Entertainment, Nashua, NH  
May 2004 – July 2007

- Performed research on various 3D techniques and prototypes.
  - Designed various 3D illustrations for interactive programs.
  - Coordinated with technical strategists to develop client rich programs.
  - Monitored all animation process from conceptualization to implementation.
  - Prepared animations for clients and obtained approval.
  - Developed storyboard for all character developments.
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### Education:

Bachelor's Degree in Animation  
Old Dominion University, Norfolk, VA

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