
3D Character Animator Resume

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.

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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