
Game Animator Resume

Job Objective

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

Highlights of Qualifications:

- Strong experience in developing games with help of 3D and motion graphics
 - Deep knowledge of game development processes
 - Strong knowledge of special effects and particle systems
 - Outstanding ability to manage multiple projects efficiently
 - Exceptional ability to complete animations within timeframe
 - Immense skills to develop technical game with visuals
 - Amazing skills to communicate with clients
 - Familiarity with next gen games and 3D software
 - Proficient with Adobe Photoshop, AfterEffects, Cinema 4D and Maya
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Professional Experience:

Game Animator
Sledgehammer Games, Fresno, CA
August 2007 – Present

- Implemented proprietary tools in all game animations.
- Maintained knowledge of all organization technical requirements for game development.
- Developed games within deadline and maintained quality of work.
- Administered each project personally and ensured compliance to animation style of characters.
- Developed layouts for external animation and outsources required.
- Assisted to develop character through animation for games.
- Coordinated with art director to maintain theme throughout project.
- Managed communication with all team members to complete projects within deadline.

Game Animator
Riot Games, Fresno, CA
May 2004 – July 2007

- Developed character animations according to character design and movements.
 - Performed editing to all motion capture performance and maintained quality.
 - Coordinated with team members and identified any production issues in games.
 - Assisted game developers to add new features and technologies to games.
 - Designed various 3D objects and scene for games.
 - Administered development of images and effects for all games.
 - Monitored composition character and designed animation for scene.
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Education:

Bachelor's Degree in Animation
Our Lady of the Lake College, Baton Rouge, LA

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