
Lead Animator Resume

Job Objective

To work for a well established company as a Lead Animator to further enhance my skills in the field of animation.

Highlights of Qualifications:

- Exceptional experience in motion capture animation data
 - Immense knowledge of Adobe software suites
 - Outstanding knowledge of animation and 3D artwork
 - Remarkable ability to design plans for outsourced production
 - Profound ability to develop team and respond to requests
 - Excellent skills to develop games in 2D animation
 - Amazing skills to perform work in high tech environment
 - Solid understanding of developing quality 3D games
 - Proficient with 3D Studio Max, Adobe Photoshop, Illustrator, After Effects
 - Ability to develop plans and appropriate directions
 - Ability to manage in-house team of animators
 - Ability to respond appropriately to critiques
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Professional Experience:

Lead Animator

Double Helix Games, Centreville, MI
August 2007 – Present

- Developed storyboards and visual effects to various animations.
- Coordinated with Art Director to develop animation styles for games.
- Provided training to artists and ensured compliance to guidelines.
- Analyzed projects and estimated timeframes for completion.
- Assisted team members for all special projects on flexible schedule.
- Ensured optimal utilization of all internal tools to meet technical requirements.
- Monitored animations to identify issues and provide resolution.

Lead Animator

Popcap Games, Centreville, MI
May 2004 – July 2007

- Identified required animation tools and technical systems to complete projects.
 - Coordinated with programming and design team to meet animation requirements.
 - Scheduled delivery of content within animation projects.
 - Administered daily operations of animation department.
 - Developed next gen console game in coordination with Art and Creative Director.
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Education:

Bachelor's Degree in Design

John A. Logan College, Carterville, IL

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