
Maya Animator Resume

Job Objective

To secure a Maya Animator position in a top notch company where I can perfectly exhibit my professional experience and skills.

Highlights of Qualifications:

- Strong experience in editing motion capture using Maya
 - Sound knowledge of animation systems and principles
 - Profound knowledge of character animation tools
 - Exceptional ability to animate various creatures and characters
 - Remarkable ability to multi task and prioritize activities
 - Ability to analyze and recommend improvement to animation
 - Ability to communicate with clients
 - Ability to animate full range of creatures and characters
 - Familiarity with XML, HTML, CSS
 - Good understanding of motion capture editing and cleanup
 - Proficient with ActoinScript, Maya 8.5 and HTML
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Professional Experience:

Maya Animator
Motiga, Inc., Wichita, KS
August 2007 – Present

- Developed and animated various game associate assets with help of Maya.
 - Performed animation of various characters and vehicles.
 - Coordinated with animators to develop specific animated scenes.
 - Assisted visual effects supervisor to complete shots as per specifications.
 - Maintained record of present animation and recommended improvements.
 - Monitored all new developments in design and digital media.
 - Ensured optimal level of creativity and accuracy in all animation projects.
 - Prepared animation style for each individual character according to required parameters.
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Education:

Bachelor's Degree in Animation
Lincoln Memorial University, Harrogate, TN

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