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Senior Animator

Senior Animator leveraging extensive experience in game animation to contribute to high-quality projects and mentor junior animators.

Technical Qualifications

- **Software:** Autodesk Maya (12 years), Unity Engine (10 years), CineMachine (2 years), Adobe Photoshop (12 years), Adobe After Effects (4 years)
- **Animation:** 3D Animation (12 years), Game Animation (8 years), Character Animation (8 years), Facial Animation (4 years), Motion Capture (4 years)
- **Rigging:** Rigging/Character Setup (7 years)

Skills

- Animated humans/humanoids, various animals, and monsters of all sizes.
- Proficient in the twelve principals of animation.
- Skilled in production pipelines and collaborative team environments
- Excellent communication skills
- Comfortable with tech and art related tasks
- Ability to take, understand and utilize criticism in a professional manner
- Experienced with current motion capture techniques and pipeline.
- Excellent organizational skills utilized for tracking assets through the pipeline.

EXPERIENCE

IRL STUDIOS

Senior Animator

SEP 2025 - PRESENT

- Brought on full-time following a 4-month contract role to a full-time Animator position based on performance and contribution.

IRL STUDIOS

Contract Animator

JUNE 2025 – SEP 2025

- Develop and integrate high-quality animations for the award-winning VR game, Gym Class.
- Utilized Maya for hand keyed and mocap animation creation and Unity for seamless implementation, ensuring a smooth and immersive gaming experience.
- Collaborated with cross-functional teams to refine basketball animations for AI bots, significantly improving gameplay realism and player engagement.
- Retargeted mocap data to Maya rig using HumanIK, optimizing animation efficiency and quality.

ELECTRONIC ARTS

APR 2021 - PRESENT

Associate Animation Director

NOV 2021 - PRESENT

- Lead animation team across multiple projects, ensuring the delivery of top-tier animation through innovative techniques and best practices.
- Collaborate closely with Art Directors to maintain artistic vision and consistency across projects.
- Spearhead the integration of motion capture animations, optimizing workflows for efficiency and quality.
- Work collaboratively across different departments to successfully complete projects and tasks.

ELECTRONIC ARTS

Senior Animator

APR 2021 – NOV 2021

- Electronic Arts acquired Glu Mobile in April 2021
- Produced high-quality keyframe and motion capture animations, contributing to the success of various projects post-EA acquisition of Glu Mobile.
- Applied expertise in Maya HumanIK for retargeting and rigging tasks, enhancing animation quality and efficiency.

GLU MOBILE

OCT 2017 – APR 2021

Senior Animator

- Created dynamic animations for diverse game titles including WWE Universe, Deer Hunter World, and Tap Sports Baseball, utilizing Maya and Unity.
- Innovated cinematic sequences using CineMachine in Unity, enhancing player engagement and immersion.

MACHINE ZONE

JAN 2015 - AUG 2017

Animator/Rigging and Character Setup

- Executed rigging and animation tasks for top-grossing apps Game of War and Mobile Strike, ensuring seamless integration of assets into game environments.
- Streamlined animation pipelines while fostering a collaborative and productive work environment.

QUARKGAMES INC.

JULY 2014- NOV 2014

Animator and Visual Effects Artist

- Developed animations for characters in Champs: Battlegrounds and an unannounced project, overseeing audio SFX outsourcing and effectively managing freelance animators.

ROBLOX

JAN 2014 - JULY 2014

Contract Animator

- Produced captivating in-game animation assets for the Roblox platform, contributing to the immersive gameplay experience.

QUARKGAMES INC.

NOV 2012 - DEC 2013

Animator

- Crafted animations for a diverse roster of over 60 characters in Champs: Battlegrounds, a real-time tactics game for iOS and Android.
- Customized animations to accentuate the distinct personalities of each race and individual unit, covering a spectrum of actions including locomotion, combat, idle, and death sequences for characters spanning bipeds to quadrupeds.
- Assumed responsibility for coordinating audio SFX outsourcing to uphold standards of quality and consistency in alignment with project demands, while providing oversight for freelance animators.

BIGPOINT, INC.

OCT 2010 - NOV 2012

Animator

- Crafted dynamic 3D animations for various browser-based games, collaborating closely with art directors to ensure alignment with game aesthetics and player experience.
- Genres included third person shooters, dungeon crawlers and MOBA.

EDUCATION

- Animation Mentor
Certificate in Advanced Studies in Character Animation
- Expression College for Digital Arts, Emeryville, California
Bachelor of Science in Animation and Visual Effects