

Travis Guadan / Animator

CONTACT



TRAVIS@TAGUADAN.COM



253.225.8687



LINKEDIN.COM/IN/TRAVISGUADAN

BIO

Senior Animator with 13+ years industry experience and 20+ credited titles in mobile and console games

DEMO REEL

WWW.TAGUADAN.COM
WWW.YOUTUBE.COM

SKILLS

Animation

Character / Prop / Animal / FX

Tool Scripting

Python / Mel

Software

**Maya / Photoshop / Flash / Unity /
Premiere**

EXPERIENCE

SENIOR ANIMATOR - JAM CITY

Apr 2017 – Mar 2018

Created charming and complicated animations for low poly/low joint characters.

Art contribution extended to models, pipeline improvements, and creating tools for artists in Maya using Python.

- Kitty City ios

SENIOR ANIMATOR - GLU MOBILE

Mar 2015 – Apr 2017

Created high quality 3d animations and responsible for character/weapon/animal animation pipeline and implementation.

Quickly transitioned to creating 2d animations remotely for The Toronto studio. Titles include:

- The Swift Life ios
- Kim Kardashian Hollywood ios
- Deer Hunter 2016 ios

ANIMATOR - GLU MOBILE

Aug 2011 – Mar 2015

Created a huge range of animations in different styles and fidelities on many projects. Titles include:

- Deer Hunter 2014 ios
- Death Dome ios
- Amazing Battle Creatures ios

ANIMATOR - GRIPTONITE GAMES

Jul 2005 – Aug 2011

Created a huge range of animations in different styles and fidelities on many projects. Titles include:

- Sesame Street: Ready Set Grover Wii
- Assassins Creed: Bloodlines PSP
- Age of Empires: Mythologies DS
- Marvel's Super Hero Squad DS
- Sonic Rivals PSP

EDUCATION

ASSOCIATE OF APPLIED ARTS – 2004

The Art Institute of Seattle

Presidents List: Spring 2003, Summer 2004

Deans List: Fall 2002, Winter, Summer & Fall 2003, Spring 2004

3.9 GPA, Graduated with honors