

Animator

SUMMARY

Dedicated Animator with 13 years of industry experience and over 20 credited titles in mobile and console games. Generalist knowledge includes modeling, rigging, texture maps, video editing, UI, and FX. Works well on teams of any size and consistently hits deadlines on time and at high quality.

SKILLS

Animation: Characters, props, animals, FX
Tool Scripting: Python, mel
Software: Maya, Photoshop, Flash, Unity, Premiere, Perforce

EXPERIENCE

JAM CITY

SENIOR ANIMATOR | 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

GLU MOBILE

SENIOR ANIMATOR | 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

GLU MOBILE

ANIMATOR | 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

GRIPTONITE GAMES

ANIMATOR | 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

2004, Associate of Applied Arts - Art Institute of Seattle

Demo Reel: www.taguadan.com or [youtube](https://www.youtube.com)