

Experience

Senior Gameplay Animator – CounterPunch Studios (1001 Threads of Mizan)

April 2026 - Present

- Created character animation sequences, including boss encounters, attacks, idles, taunts and reactions.
- Collaborated closely with the Art Director and Engineers to finalize gameplay mechanics
- Integrated animations into Unreal 5, ensuring assets functioned correctly within the production pipeline.

Gameplay Animator – GameFam (My Hero Academia: Ultimate Battlegrounds - ROBLOX)

July 2024 - Dec 2025

- Created gameplay, character and cinematic animation sequences by keyframing in Blender
- Creating rigs for all of our characters, textured our models, and rendered assets for in-game UX assets
- Partnered with our Art Director to establish animation style for previs and in-game cutscenes
- Collaborated with engineers to integrate new combat and traversal animation systems in the Roblox Studio engine

Gameplay Animator – Retro Studios (Metroid Prime 4 : Beyond)

July 2023 - July 2024

- Created gameplay and cinematic animation sequences for main Player and NPCs using keyframing and motion capture data
- Created rigs and animations for interactive environmental assets, like bridges, doors, and transport machines
- Organized data for animation tasks in Shot Grid to keep track of time and deliverables

Associate Gameplay Animator – Naughty Dog (Unreleased Title)

July 2022 - July 2023

- Created gameplay and cinematic animation sequences using keyframing and motion capture cleanup in Maya
- Worked with programmers to develop animation sequences involving player - object interactions and mini-games

Character Animator – TransfrVR

April 2022 - July 2022

- Created VR animations sequences using Keyframing and Motion Capture in Maya
- Researched and developed new tools and systems to improve animation and character quality

Character Animator – D.M.A.I. (Animal Island Learning Adventure : AILA Sit & Play)

August 2020 - December 2021

- Created 3D animations and 2D assets for educational videos and interactive games for a mobile gaming tablet
- Modeled, Rigged, and Textured assets needed for animation sequences and promotional materials
- Created storyboards and developed new ideas for our series of games and videos

Animation Assistant – Naughty Dog (The Last of Us Part II)

October 2019 - July 2020

- Created animations for IGCs using Mocap and keyframing for gameplay animations and cinematic sequences
- Worked with programmers to create script based animations for NPCs throughout the game

Character Animator – Brainzoo Studios (Apple's Lego Brawls : Trailer)

July 2019 - October 2019

- Created animation sequences using Motion Capture and Keyframing data for cinematic trailers

Skills

Maya , Blender, Unity, Unreal, Roblox Studio, Animation, Motion Capture, Modeling, Rigging, Texturing, Adobe Creative Suite

Education

Gnomon - *School of Visual Effects, Games, and Animation - Entertainment Design and Digital Production*