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Andrion Becker

Animator

Summary *Award winning animator with a BFA in Production Animation with nearly ten years of professional experience spread across AAA games and feature film. Offering a wealth of experience in bringing out fluidity and personality in character performance through interactive gameplay. Creative thinker with a keen ability to turn the client's visions into realities that exceed expectations. Proficiencies include biped and quadruped animation, facial/lip synch animation, pipeline oversight and development, keyframe and motion capture workflows. Outstanding 2D/3D artist and team player ready to tackle new challenges.*

Proficiencies

- Autodesk Maya
- Autodesk 3d Studio Max
- Autodesk Motionbuilder
- Unreal Engine
- Unity
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Graphic Design
- Drawing

Experience Blur Studio | Austin, TX | May 2018 – July 2018
Layout Animator
• *Layout animation on an unannounced project*

Freelance Animation/Rigging | Austin, TX | Feb 2012 - Present
Freelance clients include...
Remedy Entertainment, BonusXP, and Oracle
• Maintain strong communication with clients remotely.
• Asset consulting, scheduling, and delivery

QC Games | Austin, TX | May 2015 – Sept 2017
Animator
• Built rigs, animations, and MEL scripts for QC1 project
• Acted as teams go-to tech-animator in lieu of having a dedicated tech-animator. Rigged characters, implemented rigid body effects and multi-layer cloth dynamics using Maya and UE4. Worked with art and engineering to conceptualize pipeline assets and troubleshoot problems that would arise.
• Created all animations in the prototype to get the game successfully greenlit.
• Authored character animations on the creature that people started referring to as the “gold standard” for characters in our game.

Iron Galaxy Studios | Austin, TX | May 2014 – April 2015

Animator

- Shipped “Killer Instinct: Season 2”
- Worked closely with designers animation director to ensure fluid combat
- Proposed design ideas that significantly impacted gameplay

Kingdom Games | Austin, TX | September 2013 – April 2014

Senior Animator

- Shipped “Five: Guardians of David”
- Rigged, Skinned, and Animated characters to ensure fluid combat
- Created all animations in the prototype build, to get project green lit

Rooster Teeth | Austin, TX | May 2013 – Sept 2013

Animator

- Shipped “RWBY: Volume 1”
- Responsible for meeting quota of 42+ seconds per week

Vigil Games | Austin, TX | Aug 2011 – Feb 2012

Animator

- Shipped "Darksiders II"

Bioware | Austin, TX | March 2011 – July 2011

Animator

- Shipped "Star Wars: The Old Republic"
- Responsible for cleaning up and transferring mo-cap to all body types

Disney Interactive/Junction Point Studios | Austin, TX | May 2009 – Jan 2011

Animator

- Shipped “Disney Epic Mickey”

Telltale Games | San Francisco, CA | May 2009

Animator

- Shipped "Tales of Monkey Island" (Wii & PC)

Rhythm & Hues | Los Angeles, CA | July 2008 – Nov 2008

Animation TD (Character Animator)

- Responsible for character animation on “Aliens in the Attic” feature film
- Animated using proprietary Voodoo software running on a Linux platform

Education

Digipen Institute of Technology | Redmond WA | 2003-2008

- BFA in production animation

Central Lakes College | Staples, MN | 2000-2001

- Graphic design & advertising

Awards

- Toyota Game Development Competition. 1st Place (\$20,000)
- Full tuition scholarship from the McMillen Foundation