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# ANDRION BECKER

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## CHARACTER ANIMATOR

**SUMMARY** *Award winning animator with a BFA in Production Animation with over 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.*

### SOFTWARE



Maya



3D Studio Max



Motion Builder



Unreal Engine



Unity



After Effects

### EXPERIENCE

Freelance Animation/Rigging | Austin, TX | Feb 2011 - Present

- Clients include Remedy Entertainment, BonusXP, and Oracle
- Maintain strong communication with clients remotely.
- Asset consulting, scheduling, and delivery

Blur Studio | Austin, TX | May 2018 – July 2018

*Layout Animator*

- *Layout animation on an unannounced project using hand key and mocap animations*

Rooster Teeth | Austin, TX | November 2017 – January 2018

- Shipped “RWBY: Volume 5”
- Responsible for motion capture editing, transfer and cleanup
- Responsible for meeting animation quotas given by production

QC Games | Austin, TX | July 2015 – Sept 2017

*Animator*

- Worked closely with other departments to ensure fluid combat
- Created animations, rigs and MEL scripts for “Breach” project
- Created all animations in the prototype to get the game successfully greenlit.
- Implemented animations into UE4

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

*Animator*

- Shipped “Killer Instinct: Season 2”
- Worked closely with designers and 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

## 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