

Phone: 360.440.2957
Email: andrionbecker@gmail.com
Website: www.smootharcs.com/reel.htm
Address: Austin, TX

Andrion Becker

Animator

Skills

Proficient with...

- Autodesk Maya
- Autodesk 3d Studio Max
- Autodesk Motionbuilder
- Dota 2 (Source) Engine
- Unreal Engine 4
- Unity 4
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Graphic Design
- Drawing

Experience

Freelance Animation/Rigging | *Austin, TX* | *Feb 2012 - Present*

Freelance clients include...

Disney, R/GA, and Remedy Entertainment

QC Games | *Austin, TX* | *May 2015 – Sept 2017*

Staff Animator

- Performed as a key contributor for qc1 project by authoring hand keyed animations. Brainstormed ideas to explore and develop character personality.
- Conceptualized pipeline assets, engineered development direction and coordinated schedules. Conduct tests and debugs. Worked with art and engineering to troubleshoot issues as they would arise.
- 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 team on the creature that people started referring to as the “gold standard” for creatures in our game. Worked with Art and Design to architect a performance that everyone was happy with for the character

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

Contract Animator

- Animated Season 2 characters on Killer Instinct using Maya 2013
- 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*

Lead/Senior Animator/Rigger

- Rigged, Skinned, and Animated characters for Five: Guardians of David
- Worked closely with programmers and designers to ensure fluid combat
- Created all animations in the prototype build, to get project green lit

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

Contract Animator

- Animated characters on RWBY animated web series
- Responsible for motion capture editing, transfer and cleanup
- Responsible for meeting quota of 42+ seconds per week

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

Contract Animator

- Animated characters on "Darksiders II"
- Responsible for animating characters and running cloth simulations
- Animated using 3d Studio Max 2012

Bioware | Austin, TX | March 2011 – July 2011

Contract Animator

- Animated bipedal characters on "Star Wars: The Old Republic" in 3DSMax
- Responsible for cleaning up and transferring mo-cap to all body types
- Animated using 3d Studio Max 2008

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

Staff Animator

- Responsible for character animation on "Disney Epic Mickey"
- Provided feedback for outsourcers
- Responsible for testing animation in game and making changes accordingly

Telltale Games | San Francisco, CA | May 2009

Freelance Animator

- Responsible for character animation on "Tales of Monkey Island" (Wii & PC)
- Worked remotely and provided frequent updates via VSS connect

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

- Studied graphic design for 2 years

Awards

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