

Phone: 360.440.2957  
Email: [andrionbecker@gmail.com](mailto:andrionbecker@gmail.com)  
Website: [www.smootharcs.com](http://www.smootharcs.com)  
Address: 8200 Neely Dr. #149  
Austin, TX 78759

# Andrion Becker

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## Animator

### Skills

Proficient with...

- Autodesk Maya
- Autodesk 3d Studio Max
- Autodesk Motionbuilder
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Unity 4
- Unreal Engine 4
- Drawing

### Experience

QC Games | Austin, TX | June 2015 – Current

*Staff Animator*

- Character animation on unannounced online action game
- Responsible for rigging and implementing characters in UE4
- Responsible for setting up cloth dynamics on characters

Iron Galaxy Studios | Chicago, IL | 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 all characters in Five: Guardians of David
- Created all animations in the prototype build, to get project greenlit
- Rigging and Animation done in Maya 2014

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

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

*Freelance clients include – Disney, McDonald's and Remedy Entertainment*

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"
- 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
- Animated using Maya 2008

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