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# ANDRION BECKER

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## CHARACTER ANIMATOR

### SUMMARY

*Award winning animator with a BFA in Production Animation with over 16 years of professional experience spread across AAA games and film. Offering a wealth of experience in delivering 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 mentoring, biped and quadruped animation, facial animation, pipeline oversight and development, keyframe and mocap workflows. Outstanding 2D/3D artist and team player ready to tackle new challenges.*

### SOFTWARE



Maya



Davinci Resolve



Unreal Engine 4/5



Adobe Premiere

### EXPERIENCE

Player First Games / (Remote) Los Angeles, CA | June 2023 – Current  
*Senior Animator*  
• Contributed to Multiversus

DigiPen Institute of Technology | (Remote) Seattle | Jan 2023 – April 2025  
*Adjunct Instructor*  
• Taught 3D Character Animation 1 & 2

Cold Iron Studios / (Remote) San Jose, CA | Nov 2022 – June 2023  
*Senior Animator*  
• Contributed to unannounced title

Stray Bombay / (Remote) Seattle, WA | May 2021 – Sept. 2022  
*Senior Animator*  
• Contributed to The Anacrusis (co-op FPS)

Endeavor One / (Remote) Seattle, WA | Oct 2020 – May 2021  
*Senior Animator*  
• Contributed to Arashi: Castles of Sin (PS VR)

Bluepoint Games / Austin, TX | Feb 2019 – Aug 2020  
*Senior Animator*  
• Contributed to Demon's Souls (PS5)

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

*Layout Animator*

- *Layout animation on Bloodshot*

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

*Animator*

- Contributed to “RWBY: Volume 5”

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

*Animator*

- Contributed animations, rigs and MEL scripts for “Breach” project

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

*Animator*

- Contributed to “Killer Instinct: Season 2”

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

*Senior Animator*

- Contributed to “Five: Guardians of David”

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

*Animator*

- Contributed to “RWBY: Volume 1”

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

*Animator*

- Contributed to “Darksiders II”

Bioware | Austin, TX | March 2011 – July 2011

*Animator*

- Contributed to “Star Wars: The Old Republic”

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

*Animator*

- Contributed to “Disney Epic Mickey”

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