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ANDRION BECKER

CHARACTER ANIMATOR

SUMMARY *Award winning animator with a BFA in Production Animation with over 14 years of professional experience spread across AAA games and 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 directing, 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



Unity 4

EXPERIENCE

Cold Iron Studios | (Remote) San Jose, CA | Nov 2022 – Current
Senior Animator

- Duties include Animation, Implementation

Stray Bombay | (Remote) Seattle, WA | May 2021 – Sept. 2022
Senior Animator

- Contributed to The Anacrusis (co-op FPS)
- Duties include Animation, Directing, Implementation, Rigging, Scripting

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)

Freelance Animation/Rigging | Austin, TX | Feb 2011 – Feb 2019

- Clients include Remedy Entertainment, BonusXP, and Oracle
- Asset consulting, scheduling, and delivery

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”

Telltale Games | San Francisco, CA | May 2009

Animator

- Contributed to "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