

Phone: 360.440.2957
Email: andrionbecker@gmail.com
Website: www.smootharcs.com
Address: 10610 Morado Circle #624
Austin TX 78759

ANDRION BECKER

ANIMATOR

SKILLS

Proficient with...

- Autodesk 3d Studio Max
- Autodesk Maya
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Drawing

EXPERIENCE

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 and to all body types
- Animated using 3d Studio Max 2008

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

Animator

- Responsible for character animation on "Disney Epic Mickey"
- Responsible for testing animation in game and making changes accordingly
- Animated using Maya 2008

Telltale Games | San Francisco, CA | May 2009

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 – November 2008

Animation TD (Character Animator)

- Responsible for character animation on "Aliens in the Attic"
- 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 ride scholarship from the McMillen Foundation

