

Robert Smith

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Lead Animator

SUMMARY

Responsible for Imagining and developing illustration styles to elevate our brand visual tone and aesthetic of radical humanity, warmth, and unabashed enthusiasm for topics many would consider taboo.

SKILLS

Training Skills, Animating Skills.

WORK EXPERIENCE

Lead Animator

ABC Corporation - October 2011 - January 2013

- Created key-frame animations for bi-pedal and quadrupeds, along with other types of unique characters and creatures.
- Partnered with the Art Director and Interactive Experiences Team to define the most appropriate animation direction, methods and approaches for the project.
- Partnered with Technical Artists and Engineers to define and improve our animation pipelines.
- Provided animation direction, feedback and guidance to our domestic and/or international vendors.
- Researched and developed new animation techniques and methods.
- Created animations that are optimal and performant on the target platform.
- Worked closely with the art director and design leads to drive and evangelize the artistic and gameplay vision for the game.

Lead Animator

Delta Corporation - 2008 - 2011

- Established animation pipeline, style and process - Character animation & rig using Flash & Spine - VFX animation - Flash traditional and Spine - .
- Character & effects animation - VFX animation - Created, innovated and maintained multiple animation pipelines - Animated, created, illustrated.
- Sacred Sea beast Cleaned up rough sketches and added in-betweens for the 2D animation project.
- Scooter Responsible for a 5 second scene for the 2D animation project Scooter.
- Creating custom text, logo, and original animations for advertisements and kickstarter videos Developing brochures and pamphlets for print and web .
- Am currently the lead animator on the upcoming game Sovereign Stories.
- Create rigs, point weight, hand key animate, work with an entry level animator together to create animation for bipeds and quadrupeds.

EDUCATION

GED