**Colin Brown**

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**Lead / Senior Animator**

Multifaceted and results-driven video game industry professional, with 14 years of experience and success leading and contributing to the development of AAA titles, for PC to console, primarily serving as a Lead or Senior Animator.

**Areas of Expertise & Technical Skills**

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| --- | --- | --- |
| * Character Animation
* Unity
 | * Motion Capture
* Unreal Engine
 | * 3ds Max
* Maya
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**Professional Experience**

***Character Animator – Ghostpunch Games – Title: Unannounced IP***

* Coordinate and collaborate with the Lead Animator and Tech Artist to strategize the reworking of the new IP.
* Utilize Unreal Engine to produce blueprints, blendspaces, and state machines for in-game characters.

***Senior Animator – Final Strike Games – Title: Rocket Arena***

* Contributed to the establishment of a pose library in which all characters were housed.
* Recommended best practices which influenced the development of future content.
* Leadership provided was instrumental to the team delivering the project according to the deadline.

***Character Animator – 343 Industries – Title: Halo: Infinite***

* Partnered with engineer and UI teams to create and shape the Slipstream engine which was essential to the Character Animation team.
* Personally developed characters as well as provided rig feedback to the Tech Artist team.
* Converted enemy characters to the new Slipstream system, completing the task without a team.

***Lead Animator – Sharkbite Games – Title: Beswitched***

* Sole animator, having taken over where the previous animator left off, filled out character animations and completed cinematics which were presented to the new publisher.

***Lead Animator – Soulbound Studios – Title: Chronicles of Elyria***

* For two direct reports, advised rigging requirements, python scripts, and supplied overall feedback.
* Collaborated with the producer and established animation scope and plans.
* Personally animated the Jousting Demo and the bipedal and quadruped characters, which was shown and played at PAX.

***Lead Animator – Disney Interactive – Title: Star Wars: Commander***

* Assumed the role, filling in for the previous animator, having animated characters and reworked characters for content updates on a live product in the mobile app store.
* Provided support to development teams being integral to objectives being fulfilled.
* Collaborated with another Disney mobile studio partner to deliver milestone goals and refine character animations.

***Staff Character Animator – Cryptic Studios – Title: Star Trek Online***

* Created an animation library for designer to access for the games cinematics.

***Senior Character Animator – Toys for Bob – Title: Skylanders: Trap Team***

* Integral to the development team during final crunch months to deliver milestones.
* Received praise from the team, having completed all work in a short amount of time and enhanced animation quality.

***Character Animator – Electronic Arts – Title: Sims 3: Island Paradise***

* Animated bipedal characters on a well-established and revered IP.

***Senior Character Animator / Character Animator– Paragon Studios – Title: Unannounced Next-Gen MMO and City of Heroes***

* Animated bipedal characters and creatures for large and small content releases.
* Introduced content that was available for in-game purchase, with the item becoming a top seller.
* Promoted to Senior Animator.
* Documented information and generated tutorials for animators and artists to improve pipeline.

**Additional Experience**

**Character Animator,** Volition Inc., 2007 to 2009

**Character Animator,** Factor 5 LLC, 2006 to 2007

**Education & Professional Development**

**Bachelor of Arts in Digital Art and Animation**, Cogswell Polytechnical College, Sunnyvale, CA

**Games Workshop 1-3**, iAnimate Online School

**Advance Studies in Character Animation Diploma,** Animation Mentor Online School