**Colin Brown**

Bellevue, WA ⏐ 408.315.3457

[colin@colin-brown.com](mailto:colin@colin-brown.com) ⏐ [www.colin-brown.com](http://www.colin-brown.com) ⏐ [www.linkedin.com/in/colinanimator/](http://www.linkedin.com/in/colinanimator/)

**Lead / Senior Animator**

Multifaceted and results-driven video game industry professional, with 18 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**

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

**Professional Experience**

***Lead Animator – Superseed – Title: Judas 2024 –2024***

* Coordinate with large remote team, working on enemies, characters and first-person animations.
* Utilize Unreal Engine to produce blendspaces, montages, and state machines for in-game characters.

***Lead Animator – Dreamlit – Title: Towers of Aghasba 2023 –2024***

* Coordinate with small team and outsourcers to polish and improve combat and locomotion.
* Utilize Unreal Engine to produce blendspaces, montages, and state machines for in-game characters.

***Lead Animator – Studio Pixanoh – Title: Town of Zoz 2022 –2023***

* Coordinate with small team to create a new isometric retro style action RPG.
* Utilize Unreal Engine to produce blendspaces, montages, and state machines for in-game characters.

***Lead Animator – Big Time LLC – Title: Big Time 2021 – 2022***

* Coordinate with small indie team to create new NFT based Action RPG IP.
* Utilize Unreal Engine to produce blendspaces, montages, and state machines for in-game characters.

***Character Animator – Ghostpunch Games – Title: Unannounced IP 2020 – 2021***

* 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 2020 – 2020***

* 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 2018 – 2020***

* 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 2018 – 2018***

* 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 2016 – 2017***

* Lead 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 2015 – 2016***

* 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 2014 – 2015***

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

***Senior Character Animator – Toys for Bob – Title: Skylanders: Trap Team 2014 – 2014***

* 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 2012 – 2013***

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

***Senior Character Animator – Paragon Studios – Title: City of Heroes 2009 – 2012***

* 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**, University Of Silicon Valley, Sunnyvale, CA

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

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