

Colin Brown

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<http://www.colin-brown.com> | <http://www.linkedin.com/in/colin animator/>

Lead / Senior Animator

Lead and Senior Animator with 18+ years of professional game development experience, specializing in character animation for AAA and indie titles across PC, console, and mobile. Proven leader with deep expertise in Unreal Engine animation systems, motion capture, and gameplay animation pipelines.

Core Skills & Tools

Character & Gameplay Animation

Unreal Engine (Blendspaces, Montages, State Machines, Blueprints)

Unity

Motion Capture

Maya, 3ds Max

Animation Pipelines & Team Leadership

Professional Experience

- **Senior Animator (Contract) – Halo Studios | Halo (2025)**

Implemented character and enemy animations in Unreal Engine.

Coordinated outsourced teams and created workflow documentation.

- **Lead Animator (Contract) – Superseed | Judas (2024)**

Led animation implementation in Unreal Engine.

Animated enemies, first-person gameplay, and cinematics.

- **Lead Animator (Contract) – Dreamlit | Towers of Aghasba (2023-2024)**

Led combat and locomotion animation systems.

Built blendspaces, montages, and state machines.

- **Lead Animator – Studio Pixanoh | Town of Zoz (2022-2023)**

Established animation style and pipeline for an action RPG.

- **Lead Animator – Big Time LLC | Big Time (2021-2022)**

Led character animation for an action RPG IP.

- **Character Animator (Contract) – Ghostpunch Games (2020-2021)**
Developed animation blueprints and state machines.
- **Senior Animator (Contract) – Final Strike Games | Rocket Arena (2020)**
Established pose libraries and animation best practices.
- **Character Animator (Contract) – 343 Industries | Halo Infinite (2018-2020)**
Helped shape the Slipstream animation pipeline.
- **Lead Animator – Sharkbite Games | Beswitched (2018)**
Created character animations and completed cinematics.
- **Lead Animator – Soulbound Studios | Chronicles of Elyria (2016-2017)**
Managed and mentored animators; animated PAX demo characters.

Additional Experience

Lead Animator, Disney Interactive (2015-2016)

Staff Character Animator, Cryptic Studios (2014-2015)

Senior Character Animator, Paragon Studios (2009-2012)

Character Animator, Volition Inc. (2007-2009)

Character Animator, Factor 5 LLC (2006-2007)

Education & Training

Bachelor of Arts – Digital Art & Animation, University of Silicon Valley

iAnimate – Games Workshop 1-3

Animation Mentor – Advanced Studies in Character Animation