

ANGELA M. COLVIN

Gameplay & Narrative Animator

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EXPERIENCE

Gameplay Animator, *Unannounced Title (Cancelled)*

Azra Games

Feb 2025 - Mar 2025 | Austin, TX (remote)

- Animated stylized quadruped creature using snappy timing and exaggerated poses that harnessed personality and prioritized satisfying player input responsiveness; Collaborated with Design and Tech Art/Anim to design creature's abilities

Gameplay/Narrative Animator, *Skate*.

Full Circle (Electronic Arts Studio)

Oct 2022 - Jan 2025 | Austin, TX (remote)

- Animated gameplay sets/cycles (sets include on-board, off-board, off-board/no-board, and on-board variations of each)
- Animated over 30 character gestures in multiple gameplay stances for MVP milestone
- Implement and test anims in-engine routinely, collaborating with Design and tech teams to achieve optimal input responsiveness
- Assessed/Resolved technical issues when present, troubleshooting with Tech Anim/Design when applicable
- Created ship-ready Character Selection poses and idles for Create-A-Skater menu at start of game
- Collaborated with Audio and VFX team to align on specific trajectory and auditory guidelines for gesture animations
- Workbooks: Edited and compiled series of Takes from raw mocap shoot data for Director to make gameplay selections from
- Attended weekly studio-wide playtests, exploring both new and existing content; Provided feedback accordingly
- Prepped and vetted animation files for Outsource Team, ensuring they received clean files to work from for polish passes
- Collaborate with various teams to establish and define animation pipeline needs and workflows that improve efficiency
- Documented peer-review notes and tech/anim demo workflows to expand upon in-house resource materials

Associate Cinematic Animator, *Star Wars: KOTOR Remake*

Aspyr Media

Jan 2021 - Oct 2022 | Austin, TX (remote)

- Constructed previs sequences for gold-tier cinematics, derived from storyboards and animatics
- Mocap clean-up and anim enhancements for dozens of in-game posture sets and dialogue sequences
- Animated gameplay combat and ability animations to assist Gameplay anim team in meeting tight deadline
- Implemented/tested gameplay animations in engine
- Collaborated regularly with Design to align on animation deliverables that prioritized rewarding input responsiveness
- Attended mocap shoots, joined in providing feedback to actors to help convey design/anim needs for gameplay and story
- Mixed sound design for previs sequences; Recorded "award-winning" scratch voice acting for each

Associate Animator, *Wizard 101, RPG Dice: Heroes of Whitestone*

KingsIsle Entertainment,

May 2019 - Jan 2021 | Austin, TX (hybrid)

- Rigged and Animated a vast roster of stylized characters within Design constraints across multiple projects
- Revamped mobile team's character rigging workflow, improving turn-around efficiency; Strategized with Character Artists to establish a standardized topology method focused on optimization, animation demands, and minimal UV deformations
- Implemented anims into engine (created prefabs, tags, Anim Controllers/state machines)

Animator, *Gen:Lock* (Season 1)

Rooster Teeth

Nov 2018 - Mar 2019 | Austin, TX (on-site)

- Animated 30-60 seconds per week (mocap and keyframe pipelines)
- Collaborated with art director, leads, and fellow animators on several sequences to ensure continuity
- Performed mocap for various shots and characters

SOFTWARE

Advanced:	Maya	Frostbite (ANT)	Photoshop	InDesign	Perforce/Alienbrain	Shotgrid	
	Motion Builder	Unity	Premiere	Audition	JIRA/Confluence	Slack :)	
	3ds Max	Zbrush	Illustrator	After Effects	Airtable	Teams :/	
Intermediate:	Unreal 5	Substance Painter	Nuke	Arnold	Renderman	Wordpress	Wix

EDUCATION

Ringling College of Art & Design – Sarasota, FL
BFA, Computer Animation, May 2018
Presidential Scholar

Animsquad – *Character Anim*, 2017 - 2018
iAnimate – *Character and Creature Rigging (II-IV)*, 2017

Aims Community College – Greeley, CO
AAS, Graphic Communications & Motion Design, May 2013
Phi Theta Kappa

Schoolism – *Characters for Animated Film*, 2017
Character Design for 3D production

PERSONAL

- Developed solo 3D-animated thesis film “Just Add Water”, from boards to final render, 2017-2018
- Art Instructor for two middle school groups, teaching design/digital media fundamentals, Boys & Girls Club, 2018
- Toy Modeler Apprentice, Exclusive Zbrush toy modeling workshop, Hasbro, 2015-2016
- Marketing Assistant/Graphic Designer for Cumberland Advisors 2017; Graphic Design/Illustration freelancer 2011-2013
- Caricature Artist & Face/Body Painter, Merry Makers & Decorators, Greeley, CO, 2011-2013
- Avid film analyzer; 80s/90s action films & horror genre fan; Cat rescuer; Favorite game of all time: Parasite Eve (PS1)

References

Furnished upon request.

Animation Reel Breakdown

1. **Gen:Lock, Season 1: Episode 5**, Property of Rooster Teeth
Key animation, all characters: Body, facial, lipsync, and secondary passes - *Maya*
2. **Ballet Moment**, Animsquad
Key animation - *Maya*
3. **DICE: RPG, Attack and Cast Animations**, Property of WIMO Games Inc (previously property of KingsIsle before the mobile team branched off to establish their own studio, WIMO Games Inc)
Keyframe animation, Rigging - *3ds Max*
You can preview the game trailer [here](#)
4. **Gen:Lock, Season 1: Episode 6**, Property of Rooster Teeth
Key Animation (body, facial, lipsync) and Mocap cleanup (Chase walking out of frame towards the end of the clip demanded the most mocap cleanup) - *Maya*
5. **Gen:Lock, Season 1: Episode 6**, Property of Rooster Teeth
Key Animation, including lipsync - *Maya*
6. **DICE: RPG, Mage Cast**, Property of WIMO Inc (prev. KingsIsle Entertainment)
Key Animation, Rigging - *3ds Max*
7. **Wizard 101, Old Man Walk**, Property of KingsIsle Entertainment
Key Animation, Rigging - *3ds Max*