



Mina Sayed

Animator Intern

An animator intern with a comprehensive background in game development, specializing in Maya, motion capture, and 3D modeling. Adept at coordinating with cross-functional teams and senior animators to develop innovative and immersive character animations for gaming titles.

CONTACT INFORMATION

- (123) 456-7890
- minasayed@example.com
- LinkedIn | Profile
- San Francisco, CA 12345

EDUCATION

Bachelor of Arts (B.A.) Animation
California College of the Arts, Oakland,
CA | May 2023

KEY SKILLS

- 3D animation
- Motion capture
- Character animation
- Game development

PROFESSIONAL EXPERIENCE

ANIMATOR INTERN, AURORA INTERACTIVE, SAN FRANCISCO, CA | MAY 2023 TO NOVEMBER 2024

- Collaborated with the creative team to design and develop engaging 3D character animations for an upcoming sci-fi adventure game, "The Darker Road"
- Identified opportunities to enhance realism in gameplay mechanics and cinematics by refining motion capture and animation storyboards
- Conducted comprehensive quality assurance testing for cutscenes, analyzed user feedback, and identified and resolved bugs to deliver a polished final product

CERTIFICATIONS

- Autodesk Maya Certification | 2024
- Advanced Adobe After Effects Certification | 2023