Ethan Grant

Video Game Animator

Creative animator with a passion for storytelling through digital design

Digital animator with a strong foundation in 2D and 3D animation, character development, and storyboarding. Adept at using industry-standard software to bring stories to life while collaborating with creative teams. Excels at meeting tight deadlines in fast-paced environments.

CONTACT INFORMATION

- 📞 (321) 654-9870
- ✉ email@example.com
- LinkedIn | Portfolio
- Austin, TX

KEY SKILLS

- Game animation pipelines
- Physics-based animation
- Rigging and skinning
- Unity and Unreal Engine
- Problem-solving

PROFESSIONAL EXPERIENCE

Animator | GameTech Studios | Austin, TX | September 2020 to present

- Designed character animations for a best-selling role-playing game, contributing to $10 million in revenue within the first year
- Create dynamic cutscenes, enhancing player immersion and storytelling quality
- Integrate physics-based animations, improving realism in gameplay

Junior Animator | IndiePlay Games | Austin, TX | June 2018 to August 2020

- Animated NPC interactions for an open-world adventure game
- Partnered with developers to ensure smooth transitions between in-game actions
- Developed a rigging system for character customization, praised by technical teams

EDUCATION

Bachelor of Science in Game Design and Animation
University of Texas at Austin | Austin, TX