

Melissa Ramirez

Character Animator

A skilled character animator with 12 years of experience creating lifelike and expressive characters for films and video games. Adept at collaborating with creative teams to bring characters to life through advanced motion capture and rigging techniques.

Contact



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Austin, TX 73301

Education

- Bachelor of Fine Arts (B.F.A.)
Animation and Visual Effects

Texas State University, San Marcos, TX

May 2013

Key Skills

- Character rigging
- Facial animation
- Motion capture integration
- Game asset development
- Workflow optimization

Professional Experience

CHARACTER ANIMATOR | PIXEL DREAMS, AUSTIN, TX
MAY 2016 – PRESENT

- Designed character animations for a top-selling action RPG, "Shadow Realms," generating \$30 million in sales within six months of release
- Apply rigging and facial animation techniques to enhance character expressiveness, improving player reviews
- Partner with voice actors to synchronize animations with dialogue, creating immersive cinematic sequences

CHARACTER ANIMATOR | INTERACTIVE WORLD STUDIOS, DALLAS, TX
AUGUST 2013 – APRIL 2016

- Created animations for non-playable characters (NPCs) and playable characters for adventure and puzzle games
- Improved animation workflows by introducing automated tools for repetitive tasks, reducing production time by 10%
- Received internal awards for creativity and commitment to character development

Certifications

- Autodesk Maya Certification | value