



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

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KEY SKILLS

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

PROFESSIONAL EXPERIENCE

May 2023 - November 2024

Animator Intern, Aurora Interactive | San Francisco, CA

- 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

EDUCATION

Bachelor of Arts (B.A.) Animation

California College of the Arts, Oakland, CA | May 2023

CERTIFICATIONS

- Autodesk Maya Certification, May 2024
- Advanced Adobe After Effects Certification, September 2023