

Ethan Grant

Video Game Animator

Passionate video game animator with expertise in character rigging and interactive storytelling

Five years of experience creating animations for AAA and indie video games. Skilled in Unity and Unreal Engine, focusing on delivering engaging player experiences.

EDUCATION

Bachelor of Science in Game Design and Animation

University of Texas at Austin, 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 – 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 – 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