

Colin Brown

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Lead / Senior Animator

Multifaceted and results-driven video game industry professional, with 14 years of experience and success leading and contributing to the development of AAA titles, for PC to console, primarily serving as a Lead or Senior Animator.

Areas of Expertise & Technical Skills

- Project Oversight / Delivery
- Strategic Planning
- Problem Solving
- Motion Capture
- Character Animation
- Team Leadership
- Maya
- Unreal Engine
- Communication
- Research and Analysis
- 3ds Max
- Unity

Professional Experience

Ghostpunch Games | Final Strike Games | 343 Industries | Sharkbite Games | Soulbound Studios | Disney Interactive | Cryptic Studios | Toys for Bob | Electronic Arts | Paragon Studios

Senior Animator / Lead Animator / Character Animator, 2009 to Present

In consecutive roles within small startups and renowned video game developers, assumed positions with increased scope and accountability, overseeing the development of projects, primarily AAA titles for PC and console.

For each title, determine project objectives, establish strategies that turn a vision into a reality, lead teams and personnel during the development process, and deliver completed games on schedule and budget. Partner with the Senior Animator, Lead Animator, Character Animators, and design personnel to enhance pipeline processes and practices, while improving quality and functionality of assets. Research and implement new tools and technologies to aid the development process and collect reference materials to ensure artistic integrity. Engage and motivate development teams to streamline operation and increase productivity. Conduct tests of prototypes to identify potential issues, correct existing problems, and rework aspects to elevate the final product.

Key Projects:

Character Animator – Ghostpunch Games – Title: Unannounced IP

- Coordinate and collaborate with the Lead Animator and Tech Artist to strategize the reworking of the new IP.
- Utilize Unreal Engine to produce blueprints, blendspaces, and state machines for in-game characters.

Senior Animator – Final Strike Games – Title: Rocket Arena

- Contributed to the establishment of a pose library in which all characters were housed.
- Recommended best practices which influenced the development of future content.
- Leadership provided was instrumental to the team delivering the project according to the deadline.

Character Animator – 343 Industries – Title: Halo: Infinite

- Partnered with engineer and UI teams to create and shape the Slipstream engine which was essential to the Character Animation team.
- Personally developed characters as well as provided rig feedback to the Tech Artist team.
- Converted enemy characters to the new Slipstream system, completing the task without a team.

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Lead Animator – Sharkbite Games – Title: Beswitched

- Sole animator, having taken over where the previous animator left off, filled out character animations and completed cinematics which were presented to the new publisher.

Lead Animator – Soulbound Studios – Title: Chronicles of Elyria

- For two direct reports, advised rigging requirements, python scripts, and supplied overall feedback.
- Collaborated with the producer and established animation scope and plans.
- Personally animated the Jousting Demo and the bipedal and quadruped characters, which was shown and played at PAX.

Lead Animator – Disney Interactive – Title: Star Wars: Commander

- Assumed the role, filling in for the previous animator, having animated characters and reworked characters for content updates on a live product in the mobile app store.
- Provided support to development teams being integral to objectives being fulfilled.
- Collaborated with another Disney mobile studio partner to deliver milestone goals and refine character animations.

Staff Character Animator – Cryptic Studios – Title: Star Trek Online

- Created an animation library for designer to access for the games cinematics.

Senior Character Animator – Toys for Bob – Title: Skylanders: Trap Team

- Integral to the development team during final crunch months to deliver milestones.
- Received praise from the team, having completed all work in a short amount of time and enhanced animation quality.

Character Animator – Electronic Arts – Title: Sims 3: Island Paradise

- Animated bipedal characters on a well-established and revered IP.

Senior Character Animator / Character Animator – Paragon Studios – Title: Unannounced Next-Gen MMO and City of Heroes

- Animated bipedal characters and creatures for large and small content releases.
- Introduced content that was available for in-game purchase, with the item becoming a top seller.
- Promoted to Senior Animator.
- Documented information and generated tutorials for animators and artists to improve pipeline.

Additional Experience

Character Animator, Volition Inc., 2007 to 2009

Character Animator, Factor 5 LLC, 2006 to 2007

Education & Professional Development

Bachelor of Arts in Digital Art and Animation, Cogswell Polytechnical College, Sunnyvale, CA

Games Workshop 1-3, iAnimate Online School

Advance Studies in Character Animation Diploma, Animation Mentor Online School