



# Anthony Gentile

A dynamic Animator with five years of experience in game development specializing in Maya, motion capture, and 3D modeling. A proven track record of coordinating with creative teams to develop complex human character animations for game cinematics and sequences.

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## Professional Experience

### Animator

Excelsior Games, San Francisco, CA July 2019 – Present

- Create animation content and visual assets during pre-production to design character animations to capture complex human emotions for action RPG titles generating over \$5M in sales, including Revenant Sun, Arcadia Lost, and Starfall
- Create gameplay animations using Maya and keyframing techniques within the in-game engine, perform bug fixes and quality assurance testing, and support redesigns
- Perform 3D modeling and rigging and identify opportunities to enhance workflows and ensure alignment with strict game development deadlines

### Animator

Starlight Gaming Inc., San Francisco, CA May 2017 – July 2019

- Collaborated with a team of five animators to create high-quality visual assets and character animations for a mobile RPG title, Those We Save, which garnered 7M downloads over two years
- Utilized motion capture techniques to refine animation and character models and ensured alignment with the aesthetic vision of the director

## Education

Bachelor of Science (B.S.)  
Animation

University of San Francisco,  
San Francisco, CA  
September 2013 - May 2017

## Key Skills

- 3D Animation
- Maya
- Motion Capture
- 3D Modeling
- Game Development

## Certifications

- Final Cut Pro X Certification, Apple, 2017
- Adobe Animator Certification, Adobe, 2017