

# Professional Experience

## Animator

Obsidian Studios, San Diego, CA | June 2017 – Present

- Collaborate with a team of art designers, animators, and directors to create storyboards, concept art, and animation sequences for premiere gaming titles, including the Outer Worlds, Pillars of Eternity, and Grounded
- Develop dialogue, character, and cinematic animations using motion capture techniques to support innovative storytelling and narratives for RPGs
- Identify opportunities to enhance facial animations and create compelling character designs by providing additional focus on key movements during dialogue delivery

## Animator

Dark Star Studios, San Diego, CA | May 2014 – June 2017

- Created high-quality character animations using motion capture data to develop gameplay and cinematic animation sequences for a first-person walking simulator, Shadows in Dust, which received a 93% positive rating on Metacritic
- Interface with the art director and animation team to create character designs and animations for a choose-your-own-adventure game, Razia's Dawn, which generated over \$2M in sales within one year of launch

# Education

## Bachelor of Science (B.S.) Animation

University of San Diego, San Diego, CA | September 2010 - May 2014

# Certifications

- Final Cut Pro X Certification, Apple, 2014
- Adobe Animator Certification, Adobe, 2014

Hideo  
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An Animator with eight years of professional experience specializing in character animation, game development, and storyboarding. A proven track record of coordinating with cross-functional teams to create high-quality animation sequences for premiere gaming titles.

# Key Skills

- Gameplay Design
- Game Development
- Character Animation
- 3D Animation
- 2D Animation