

# [First Last Name]

[City, Country] | [email@example.com] | [+00 000 000 0000] | [Portfolio: www.example.com] | [LinkedIn / ArtStation URL]

## PROFESSIONAL SUMMARY

[Detail-oriented **Animator** with [X]+ years of experience creating high-quality 2D/3D animations for [films/games/advertising] from concept to final render. Skilled in **character animation, motion design, and storytelling**, collaborating closely with directors, designers, and developers. Adept at using [Maya/Blender/After Effects/Toon Boom] and industry-standard pipelines to deliver on-time, on-brief work. Known for **strong visual communication, iteration based on feedback, and consistent style adherence** across projects.]

## PROFESSIONAL EXPERIENCE

### [Senior Animator] | [Studio Name / Production Company]

[Month YYYY] – [Present] | [City, Country]

- [Lead the animation of [X+] characters and [Y+] cinematic sequences for a [feature film / AAA game / series], collaborating with directors, storyboard artists, and riggers to maintain visual continuity and meet tight production deadlines.]
- [Develop and refine animation cycles in [Autodesk Maya / Blender / Toon Boom Harmony], implementing feedback from animation supervisors and using reference footage to achieve believable motion and expressive performances.]
- [Optimize animation assets and shot workflows using [Shotgun / ftrack / Unreal Engine / Unity] to reduce render times and minimize rework, contributing to a [Z%] improvement in production efficiency across the team.]

### [Animator] | [Creative Agency / Game Studio / Animation House]

[Month YYYY] – [Month YYYY] | [City, Country]

- [Produced 2D and 3D animations for [commercials, social media campaigns, in-game cutscenes], working from scripts and storyboards to final delivery while ensuring consistency with brand and art direction guidelines.]
- [Created keyframe animations, in-betweens, and motion graphics in [Adobe After Effects / Toon Boom / Cinema 4D], integrating typography, transitions, and visual effects to enhance narrative clarity and viewer engagement.]
- [Collaborated with modelers, texture artists, and sound designers, participating in daily stand-ups and review sessions, and documenting feedback in [Shotgun / Jira / Trello] to keep tasks prioritized and on schedule.]

## EDUCATION

### [Bachelor of Arts in Animation] | [University / Art School Name]

[Month YYYY] – [Month YYYY] | [City, Country]

- [Relevant Coursework: Character Animation, Storyboarding, 3D Modeling, Lighting & Rendering, Motion Graphics, Visual Storytelling.]
- [Capstone Project: Directed and animated a [short film / game cinematic] from concept to final render, including character design, animatics, and post-production.]

### [Certificate in 3D Animation & Visual Effects] | [Institute / Training Center]

[Month YYYY] – [Month YYYY] | [City, Country]

- [Completed intensive training in [Autodesk Maya / Blender / Houdini], focusing on rigging, animation principles, and rendering workflows.]

## SKILLS

- Animation & Design:** [2D Character Animation], [3D Character Animation], [Motion Graphics], [Storyboarding], [Animatics], [Visual Storytelling]

- **Software & Tools:** [Autodesk Maya], [Blender], [Toon Boom Harmony], [Adobe After Effects], [Adobe Photoshop], [Adobe Illustrator], [Premiere Pro]
- **Production & Pipelines:** [Shot-based workflow], [Asset management], [Render optimization], [Version control], [Shotgun / ftrack / Jira / Trello]
- **Technical:** [Basic rigging], [Camera layout], [Lighting and rendering fundamentals], [File organization], [Export for game engines (Unity/Unreal)]
- **Collaboration:** [Cross-functional teamwork], [Creative feedback incorporation], [Client communication], [Working with directors and producers]
- **Soft Skills:** [Attention to detail], [Time management], [Adaptability to changing briefs], [Problem-solving], [Story-focused mindset]

## SELECTED PROJECTS

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### [Short Animated Film – “Project Title”] | [Personal / Student Project]

[Month YYYY] – [Month YYYY]

- [Conceptualized, storyboarded, and animated a [X-minute] short film, handling character design, layout, and keyframe animation using [Maya / Blender / Toon Boom].]
- [Coordinated with [sound designer / composer] to synchronize animation with sound effects and music, enhancing emotional impact and pacing.]

### [Game Cinematic / In-Game Cutscene] | [Collaboration with [Game Studio / Student Team]]

[Month YYYY] – [Month YYYY]

- [Created animation for [X] in-game cutscenes, working with pre-existing rigs and models to deliver expressive, gameplay-aligned character performances.]
- [Integrated animations into [Unity / Unreal Engine] and iterated based on playtest feedback to improve clarity, timing, and player experience.]