

# DARRION DOLLESIN

## ANIMATOR

### EXPERIENCE

#### Bata (Video Game)

##### Director

July 2020 - June 2021

- Directed the story, style, and design of a 2.5D sidescroller video game.
- Collaborated and communicated with animators, visual development artists, programmers, the game designer, the music composer, and the producer to develop the game in Unity.
- Produced particle effects using a combination of Adobe Photoshop and Unity's particle system and unlit shader graph.
- Developed the initial story and style of the game.
- Gave feedback to all work that was developed for the game.

#### 48 Hour Animation Jam (Animation Challenge)

##### 3D Character Animator

March 2020

- Coordinated and collaborated with a group of students on animating 4 game cycle animations (within 48 hours) based around the theme of "villain".
- Animated an Idle Animation with a Cycle Breaker.
- Assigned each team member with an animation to create for the challenge.
- Offered and received feedback on animations.
- Created a schedule to help structure work time and break periods.
- Assisted in maintaining team motivation and morale.

#### Rowdy Rumble (Video Game)

##### 2D Gameplay Animator

May 2019 - July 2020

- Worked as a gameplay animator for a senior thesis project.
- Animated attack moves in Toon Boom Harmony for prototype character, Robucky, and Bellelectric.
- Helped explore various move-sets for Bellelectric.
- Cleaned up animation using Adobe Photoshop.
- Communicated with the Director and Lead Animator for Rowdy Rumble by receiving and addressing their feedback.

### CONTACT

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### EDUCATION

**San Jose State University,  
San Jose, CA**

**BFA Animation Illustration**

August 2016 - May 2021

### TECH SKILLS

- Autodesk Maya
- Toon Boom Harmony
- Unity
- Adobe Flash/Animate
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe InDesign
- Google Docs
- Google Spreadsheets

### SOFT SKILLS

- Creative
- Detail-Oriented
- Team Player
- Communicative
- Self-Motivated
- Organized
- Responsible