

DARRION DOLLESIN

JUNIOR ANIMATOR

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EDUCATION

iAnimate

April 2023 - September 2023

Animation Mentor

September 2022 - February 2023

San Jose State University

BFA Animation Illustration

August 2016 - May 2021

TECH SKILLS

- Autodesk Maya
- Aseprite
- Toon Boom Harmony
- Unity
- Unreal
- Godot
- Blender
- Adobe Premiere
- Adobe Photoshop
- Adobe After Effects

SOFT SKILLS

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

EXPERIENCE

Apex Systems

Data Imagery Editor

May 2022 - February 2023

- Efficiently identify and correct issues by annotating 2D imagery
- Optimize existing processes in order to meet client's goals
- Skillfully analyze and remedy deficiencies by making 3D generated data
- Communicate effectively in a team environment in order to increase productivity
- Use comparative analysis to establish conformity throughout projects
- Self QA designed tasks prior to completion

Bata (Video Game - Student Project)

Director and FX Lead

July 2020 - July 2021

- Directed the story, style, and design of a 2.5D sidescroller video game.
- Collaborated and communicated with a team to develop the game in Unity.
- Animated pre-vis gameplay cycles for the player character and the intro level boss in Autodesk Maya.
- Created 2D styled real time fx.

Rowdy Rumble (Video Game - Student Project)

2D Gameplay Animator

May 2019 - July 2020

- Volunteered as a gameplay animator for a senior thesis project.
- Animated attack moves in Toon Boom Harmony for Robucky and Belleetric.