

# DARRION DOLLESIN

## GAMEPLAY ANIMATION INTERN

Email || [dardollesin@comcast.net](mailto:dardollesin@comcast.net)

Demo Reel || [www.darriondollesin.com](http://www.darriondollesin.com)

LinkedIn || [www.linkedin.com/in/darriondollesin](http://www.linkedin.com/in/darriondollesin)

## EXPERIENCE

### PIXEL ARTIST

#### Gather Presence Inc.

October 2024 - October 2025

- Produce multiple sprite sheets using Aseprite
- Design a variety of wearable outfits for the Gather virtual office avatars
- Communicate effectively and clearly in a team environment with an art director and section lead
- Ability to be open and receptive to feedback and execute necessary changes in a timely manner
- Adapt to the production style guide for each art asset produced

### CHARACTER ANIMATOR

#### Starling Watch

February 2024 - August 2024

- Create interactive and appealing 3D character animations in Autodesk Maya and composite in Adobe After Effects
- Communicate effectively in a team environment with project director, designer, and advisor
- Ability to be open and receptive to feedback and execute necessary changes in a timely manner

### DATA IMAGERY EDITOR

#### Apex Systems and Pro Unlimited

June 2022 - May 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
- Ability to be open and receptive to feedback and execute necessary changes in a timely manner

## EDUCATION

### iAnimate

April 2023 - September 2023

### Animation Mentor

September 2022 - February 2023

### San Jose State University

#### BFA Animation/Illustration

2016- 2021

## SKILLS

- 3D Character Animation
- 2D Character Animation
- 2D Effects Animation
- Pixel Art/Animation
- 3D Modeling
- GDScript

## SOFTWARE

- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere
- Blender
- Aseprite
- Unity
- Godot
- Github