

Melissa Almirall

Animator

Phone: (786)449-9736

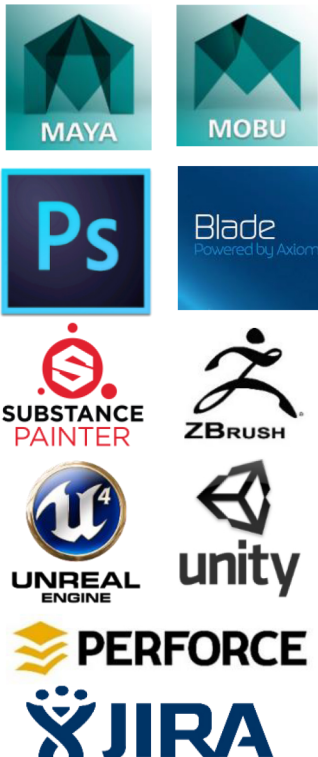
Website: www.melissaalmirall.com

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Skills

- ❖ 3D Animation
- ❖ 2D Animation
- ❖ Digital Painting
- ❖ Texturing
- ❖ Rendering
- ❖ Concepting
- ❖ Motion Capture

Software



Projects

Florida Interactive Entertainment Academy

Animator on *Hollowed* (UE4)

(Jan 17 – Nov 17)

- ❖ Created hand keyed animations for a variety of bipedal characters and clothes.
- ❖ Created gameplay animations as well as cinematic animations.
- ❖ Set up an actor, shot takes, and cleaned up mocap data using Blade.
- ❖ Cleaned up motion capture data to create seamless loops and enhanced animations.
- ❖ Worked with programmers to create new animations by mixing different animations.
- ❖ Overcame challenges involving joining a team already in development.
- ❖ Assisted in importing and refining animations in engine.
- ❖ Produced concepts for multiple characters.
- ❖ Assisted in texturing models.

Florida Interactive Entertainment Academy

Lead Animator on *Oracle* (Unity)

(Aug 17 – Feb 18)

- ❖ Created hand keyed animations for a variety of bipedal characters and clothes.
- ❖ Imported all animations and rigs into engine and assisted with integrating temporary animations from an animation pack.
- ❖ Organized asset list and assigned tasks to other animators.
- ❖ Assisted tech artist with skin weights.
- ❖ Created concepts for multiple characters and creatures.

University of Central Florida

Lead Artist on *Serenity* (Unity)

(Jan 15 – May 16)

- ❖ Created traditional 2D animations for the character and enemies.
- ❖ As the only artist, established the overall style and visual design.
- ❖ Created concept for the game, mechanics, characters, and environments.
- ❖ Produced the artwork for the menus and environments.
- ❖ Assisted in importing and setting up animations.
- ❖ Illustrated character portraits for cut scenes and promotional art.

Awards

- ❖ **Hollowed**
 - Nominated for “Best Student Game” in 2017 Game Awards
 - 1st in Best Visual Quality in 2018 Intel showcase
 - 2nd in Best Gameplay in 2018 Intel showcase

Education

M.S. in Interactive Entertainment – Art Track

Dec 2017

FIEA Motion Capture Certification

June 2017

Florida Interactive Entertainment Academy

Orlando, FL

B.A. in Emerging Media: Game Design

3.75 GPA May 2016

University of Central Florida

Orlando, FL