

# Melissa Almirall

## Animator

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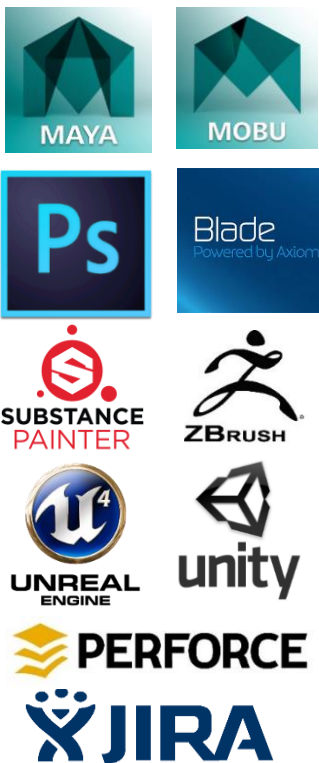
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### Skills

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

### Software



### Awards

- ❖ **Hollowed**
  - Nominated for "Best Student Game" in 2017 Game Awards
  - 1<sup>st</sup> in Best Visual Quality in 2018 Intel showcase
  - 2<sup>nd</sup> in Best Gameplay in 2018 Intel showcase

### 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.

### 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