DAMETRE DOLLESIN
CHARACTER ANIMATOR

EXPERIENCE

Bata (Video Game)
Director

July 2020 - Present

- Directed the story, style, and design of a 2.5D sidecroller 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.
- Animated gameplay cycles for the player character and the intro level boss in Autodesk Maya.
- 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 Bellectric.
- Helped explore various move-sets for Bellectirc.
- Cleaned up animation using Adobe Photoshop.
- Communicated with the Director and Lead Animator for Rowdy Rumble by receiving and addressing their feedback.

CONTACT

- dardollesin@comcast.net
- www.linkedin.com/in/darriondollesin

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
- Google Calendar

SOFT SKILLS

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