

GAME + FILM ANIMATION

ANTON MAKARAU

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EXPERIENCE

- 2018-Present **Animator/Editor, Peacock Kids, Los Angeles, CA**
- Rigged and animated characters, backgrounds, and motion graphics for multiple YouTube series and promotional videos for Dreamworks, Netflix, and NBCUniversal.
 - Used After Effects and Illustrator to quickly prototype and produce content.
- 2020 **Freelance 3D Animator, Superseed Studios, Los Angeles, CA**
- Cleaned motion capture data and created hand keyed animations for fighters in *Big Rumble Boxing: Creed Champions*.
 - Worked with Epic Games' Animation & Rigging Tools to export animations to Unreal Engine
- 2016-2017 **Animation Intern & Contractor, Sparkypants Studios, Baltimore, MD**
- Worked with video game industry veterans to animate a variety of weapons, armor, mechs, and characters for *Dropzone*.
 - Rigged, skinned, animated, and exported meshes for use in game.
 - Iterated closely with Animation Lead and Art Directors to review and polish artwork.
- 2015-2016 **Freelance After Effects Animator, Multiple Projects**
- Designed and animated characters and backgrounds for multiple freelance projects ranging from infomercials to comedy.
 - Primarily used Photoshop for asset creation and After Effects for animation.

SKILLS

Software	Autodesk Maya Adobe Photoshop Adobe AfterEffects	Adobe Premiere Pro Adobe Audition Adobe Illustrator	Autodesk 3D Studio Max Autodesk Mudbox Unreal Engine
Techniques	3D Animation Rigging Skinning	3D Modeling UV Mapping Painting Textures	2D Animation Scene Lighting Clay Modeling

EDUCATION

2011-2015 **Maryland Institute College of Art (MICA), Baltimore, MD**
Bachelor of Fine Arts in Animation

PROJECTS

- Games
- Dropzone (Sparkypants Studios)
 - Big Rumble Boxing: Creed Champions (Survios/Superseed Studios)
- YouTube Series
- Colossal Questions (Peacock Kids)
 - Colossal Mysteries (Peacock Kids)
 - Your Comments Come to Life (Peacock Kids)
 - Gamer Explainer (Peacock Kids)