

Camille Sloan CG Artist - Animator

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PROFESSIONAL EXPERIENCE

2019 - 2020

Foxnext - Fogbank Entertainment

CINEMATICS ASSOCIATE DIRECTOR

I've been in charge of directing cinematics for their app **Storyscape (shipped game for iOS and Android devices)** which involves setting up cameras, animations, characters and stages according to the narrative written in their stories, their branching paths and the lead director's vision through a 2.5D perspective within Unity's timeline tools and Spine.

2019

Studio Anjin

3D ARTIST-ANIMATOR

I was in charge of modeling, texturing, rigging and animating plants, buildings, props and environments for the turn based RPG game **Nanokin** built in Unity with a mix of character sprites and 3D environments.

2018 - 2019

Gears for Breakfast

3D ARTIST

Modeled, textured and rigged several costumes and accessories for the main characters of the game **A Hat in Time (shipped game for Nintendo Switch/PC)** built in Unreal Engine alongside creatures and npcs for collaborative projects within the modding community. A good amount of these projects have been featured by the developers and purchased for use in the main game's DLC content.

2017

Strawberry Games

3D ANIMATOR

Animated over 40 cycles for their JRPG inspired game **Koe**. These animations include idles, talking, walking and running cycles for 3 different types of humanoid rigs: female, male and child. Also took care of exporting them to be ready for use in Unity's mecanim system.

2016

Telltale Games

CINEMATIC/LAYOUT APPRENTICESHIP

Did a 4 week apprenticeship program where I was tasked with creating a small playable 3D point and click Telltale game through their Walking Dead game assets and proprietary software. This job included creating cinematics for all the character dialog choices, story progression, fights and use of items; I was also responsible for the camera work on the small interactive sections of the game.

ACCOMPLISHMENTS

Pidgeons and Food: Stop Motion Short

Directed and animated my own 2 minute paper cutout short which was selected as best animated short in the 2016 "Cine Pobre Panalandia" movie festival (Panama) and nominated in the Hayah Movie Festival 2013 (Panama).

The Fur Day: 3D Animated Short

Directed and animated my own 3 minute 3D short through the help of several friends from college and work. This short is currently competing for nominations in film festivals starting with a nomination for the Pet Film Festival in Tepoztlán Mexico and a prize for best script in the Los Angeles Film Festival.

LANGUAGES

English, Spanish

SKILLS

- Autodesk Maya
- Autodesk 3ds Max
- Zbrush
- Substance Painter
- Unreal Engine
- Unity
- Toonboom
- Spine
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Adobe Illustrator

EDUCATION

2011 – 2016

Academy of Art University
Major: Animation and VFX

San Francisco, CA