



# MINA SAYED

An animator intern with a comprehensive background in game development, specializing in Maya, motion capture, and 3D modeling. Adept at coordinating with cross-functional teams and senior animators to develop innovative and immersive character animations for gaming titles.

## Location

San Francisco, CA 12345

## Phone

(123) 456-7890

## Email

minasayed@example.com

## Website

LinkedIn | Portfolio

## Key skills

- 3D Animation
- Maya
- Motion capture
- Character animation
- Game Development

## Education

California College of the Arts,  
Oakland, CA | May 2023

Bachelor of Arts (B.A.)  
Animation

## Professional Experience

Animator Intern, Aurora Interactive | San Francisco, CA  
May 2023 to November 2024

- Collaborated with the creative team to design and develop engaging 3D character animations for an upcoming sci-fi adventure game, "The Darker Road"
- Identify opportunities to enhance realism in gameplay mechanics and cinematics by refining motion capture and animation storyboards
- Conducted comprehensive quality assurance testing for cutscenes, analyze user feedback, and identify and resolve bugs to deliver a polished final product

## Certifications

- Autodesk Maya Certification | 2024
- Advanced Adobe After Effects Certification | 2023