





# MELISSA RAMIREZ


## Character Animator


A skilled character animator with seven years of experience creating lifelike and expressive characters for films and video games. Adept at collaborating with creative teams to bring characters to life through advanced motion capture and rigging techniques.

### CONTACT

 (123) 654-7890

 melissa.ramirez@email.com

 LinkedIn

 Austin, TX 73301

### EDUCATION

Bachelor of Fine Arts (B.F.A.) Animation and Visual Effects  
Texas State University, San Marcos, TX |  
May 2013

### KEY SKILLS

- Character rigging
- Facial animation
- Motion capture integration
- Game asset development
- Workflow optimization

### PROFESSIONAL EXPERIENCE

#### Character Animator | May 2016 – Present

Pixel Dreams, Austin, TX

- Designed character animations for a top-selling action RPG, "Shadow Realms," generating \$30 million in sales within six months of release
- Applied rigging and facial animation techniques to enhance character expressiveness, resulting in improved player reviews
- Partnered with voice actors to synchronize animations with dialogue, creating immersive cinematic sequences

#### Character Animator | August 2013 – April 2016

Interactive World Studios, Dallas, TX

- Created animations for NPCs (non-playable characters) and playable characters for adventure and puzzle games
- Improved animation workflows by introducing automated tools for repetitive tasks, reducing production time by 10%
- Received internal awards for creativity and commitment to character development

### CERTIFICATIONS

- Autodesk Maya Certification | 2014