



# CAROLINA CADENA

**GAMEPLAY ANIMATOR**

## CONTACT



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## EDUCATION

### BACHELOR IN INDUSTRIAL DESIGN

2009-2014

Universidad Autonoma de Nuevo Leon  
Monterrey, Mexico

## SOFTWARE

MotionBuilder

- Keyframe animation
- Mocap cleanup
- Rigging (simple)

Maya

- Keyframe animation
- Mocap cleanup
- Rigging (intermediate)

3Ds Max

- Keyframe animation (biped + CAT)

Unreal Engine

Unity

Blender

Photoshop (intermediate)

Forge

Marmoset Toolbag

Procreate

Spline

TvPaint

## WORK EXPERIENCE

### SENIOR GAMEPLAY ANIMATOR | TOADMAN INTERACTIVE

JANUARY 2022 - PRESENT

- Create high quality 3D Animations of humanoids, quadrupeds, and different characters for the game Minimal Affect
- Create high quality cinematic animations on various cutscenes ingame.
- Responsible for implementing and testing animations inside the Unreal engine.
- Collaborate with other departments to get the best possible gameplay solutions.
- Estimate and plan the animation needs and task creation.

### ART LEAD / SENIOR ANIMATOR | WARDUCKS

OCTOBER 2019 - DECEMBER 2021

- Provide effective and constructive feedback on a daily basis for the art team.
- Supervise creation of concepts for characters, props and environments.
- Supervise creation of 3D models for characters, props and environments.
- Create quality Rigs.
- Create character motions through key-frame animation.
- Supervise creation of VFX.
- Managing a team of artists from all art departments , keeping artists on track and motivated.
- Quality controlling art assets output on assigned project.
- Feedback and managing technical challenges on project.
- Liaise with production on task assignment and scheduling of the team.
- Interpreting and communication the director feedback and vision to the team.

### GAMEPLAY ANIMATOR / CINEMATIC ANIMATOR | ZOINK GAMES

JUNE 2019 - MAY 2021

- Create high quality 3D Animations of humanoids, quadrupeds, and different characters for the game Lost in random.
- create high quality cinematic animations on various cutscenes ingame.

### SENIOR ANIMATOR | DUN RITE GAMES

OCTOBER 2018 - NOVEMBER 2019

- Collaborate with other departments to establish, iterate, and refine the animation pipeline.
- Provide effective and constructive feedback on the 3D characters models.
- Create high quality 3D Animations of humanoids, quadrupeds, assets.
- Implement animations into the game engine (Unity 3D).
- Work with the programming team to troubleshoot and solve problems.
- Support the art team in the execution of the visual direction.
- Work with adjacent departments such as art, design, and engineering.
- Maintain basic documentation and asset management.

### FREELANCE ANIMATOR | PRESENT CREATIVE

MARCH 2015 - NOVEMBER 2018

- Create high quality 3D Animations of humanoids, quadrupeds, and different characters.
- Create 2D animations for Slots machines.
- Create 2D FX animations for slots machines.
- Implement animations into the game engine (Unity 3D).

### HEAD ANIMATOR | CGBOT

JUNE 2014 - OCTOBER 2018

- Provide effective and constructive feedback on a daily basis for the animation team.
- Managing a team of animators, keeping animator's on track and motivated.
- Quality controlling animation output on assigned project.
- Feedback and managing technical challenges on project.
- Liaise with production on task assignment and scheduling of the team.
- Scene caching and clean up.

## TITLES

MINIMAL AFFECT | CONSOLE ( PS5 - XBOX - SWITCH - PC )

LOST IN RANDOM | CONSOLE ( PS5 - XBOX - SWITCH - PC )

RIFT OF RAIGARD ( CANCELLED ) | MOBILE

PLANTS VS ZOMBIES 3 | MOBILE

SEGA HEROES | MOBILE

ANGRY BIRDS ( CANCELLED ) | MOBILE

BUBBLE SHOOTER: SNOOPY POP | MOBILE

TRAILER PARK BOYS: GREASY MONEY | MOBILE

QUIVR | PC

DARK ORBIT | PC

ROLLERCOASTER TYCOON | PC

BLACK DIAMOND CASINO | MOBILE

