

# Mike Hall

## 3D Animator

206-948-6510

[www.mikehallanimation.com](http://www.mikehallanimation.com)  
[mikehallanimation@gmail.com](mailto:mikehallanimation@gmail.com)  
Redmond, WA

### SUMMARY

I am a professional animator seeking continued employment in the video game industry. After 6+ years of hard work experience on top of 4 years of rigorous education, I have procured a wide breadth of knowledge in many aspects of game animation and game development. My passion is to breathe life into the characters that I work on. Be sure to check out my website linked above to find my demo reel and other examples of my work!

### EXPERIENCE

#### **343 Industries - Character Animator**

January 2019 - Present

- Responsible for creating a large variety of enemy combatant animations.
- Acted as an overseeing "guardian" of multiple characters.
- Worked on locomotion sets designed for a large coverage of situations.
- Collaborated closely with multiple departments to ensure proper animation integration.
- Worked with motion capture as both an actor and for cleanup.
- Became proficient in 343's proprietary Slipspace game engine.
- Acted as a catalyst for multiple new animation systems and features.

##### **Titles:**

*Halo: Infinite*

#### **Telltale Games - Animator**

June 2015 - September 2018 (3 Years, 4 Months)

- Created animations for use in cinematic, interactive, and full gameplay settings.
- Worked with animation blend trees to create procedural acting.
- Worked with motion capture as both an actor and for cleanup.
- Collaborated with multiple departments including cinematics and rigging.
- Became proficient in Telltale's proprietary software.
- Trained numerous incoming coworkers.
- Shipped 19 episodes.

##### **Titles:**

*The Walking Dead Season 4: The Final Season*

*Batman Season 2: The Enemy Within*

*The Walking Dead Season 3: A New Frontier*

*Batman: The Telltale Series*

*The Walking Dead: Michonne*

*Tales from the Borderlands*

#### **DigiPen Institute of Technology - Animation Teacher's Assistant**

January 2015 - April - 2015

- Taught students the process of creating animations from start to finish.
- Helped solve technical issues.

### EDUCATION

#### **DigiPen Institute of Technology**

Bachelor of Fine Arts in Digital Arts and Animation  
Graduated April 2015

### SKILLS

3D Animation  
Animating for Games  
Motion Capture Cleanup  
Motion Capture Acting  
Animation Node Graphs  
Animation Blend Trees  
3D Modeling  
Skinning  
Rigging  
Texturing

### SOFTWARE

Maya  
Motion Builder  
Unreal Engine 4  
Slipspace Engine  
Photoshop  
Blender  
3DS Max  
Source Engine  
Jira  
Gluon Plastic  
Perforce

### PERSONAL

Adaptive  
Resourceful  
Detail Oriented  
Team Player  
Motivator  
Just a Joy