



CHRISTINA BEARD

ANIMATION, GAME ART

2306 NE 51st Ave,
Portland OR, 97213

christina@yonyonderstudio.com
971-533-3186

Experience:

Animator and Game Artist -

Battery Powered Games - February 2011 to Present

Work part time as an artist creating concept art in Photoshop and 3d animation using Maya, with occasional duties creating models, textures and UI design for an ambitious mobile game project. Work as the sole concept artist and animator for the project. Create character and environmental designs, and animate all the game's characters and props.

Freelance 2d Animator -

Happy Trails Animation - January 2012 to February 2012

Worked as a freelance animator creating 2d animated spots using Photoshop for a small client campaign. Duties included 2d animation, rotocoping, and clean up work.

Client: - WinCo Foods

Animator and Game Artist -

Tink Tank Inc. - November 2011 - December 2011

Created 2d animation in Photoshop and 3d animation in Maya for a small mobile game project. Under a tight two week deadline created a comprehensive biped rig using Maya and a minute's worth of 3d animation for the game.

Animator and Game Artist -

BigWig Media Ltd. - February 2011 - March 2011

Created all 2d artwork for a small browser based game in Flash. Created challenging 2d animations using hand animated symbols, background artwork, and user interface elements.

Lead Artist -

Paperchild Studios LLC - Feb 2010 - August 2010

Managed a small team of artists and created video game content in 2d and 3d. Created character designs, environmental concepts for objects and props, as well as animated sprites, background paintings, and more.

Shipped Titles: - Purify Puzzle (PC)

Skills-

- 3d Character Animation
- 3d Character Rigging
- 2d Character Animation
- Flash Symbol Animation
- Character Design
- Mac and PC platform skills

Education-

BFA , Animation

Minneapolis College of
Art and Design,
2004 to 2008

Shipped Titles-

- Purify Puzzle (PC)
- Arcade Zone (Wii)
- Block Party (Wii)
- Monkey Mischief (Wii)
- Space Camp (Wii NDS)

Software-

- Autodesk Maya
- Photoshop
- Corel Painter
- Flash
- Illustrator
- AfterEffects