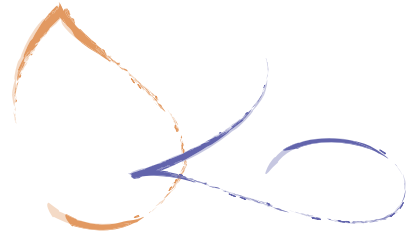


# Kayli Edwards

## 3D Animator



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### Software and Skills:

Autodesk Maya

Animation Layers

Autodesk 3DSMax

Retargetting Animation

Familiar with Cat and Biped Rigs

Adobe Flash

Rigging with Pivot Points

Symbol Swapping

Tweening

Animation Embedding

### Related Experience:

SuperGenius – Animator (Oct.2011 – present)

Marvel Super Hero Squad Online (Gazillion) –Responsible for cleaning up and adjusting retarget animations to ensure that the animation fit the character in question, as well as creating custom animations for new characters.

The Walking Dead: 400 Days (Telltale Games) –Responsible for bringing cut scene animations to polish from a blocked out scene.

The Wolf Among Us (Telltale Games) – Responsible for bringing cut scene animations to polish from a blocked out scene.

Broken Age (Double Fine Adventures) – Worked on bringing cut scenes to a polished state from a blocked out scene, as well as working on in game gesture animations.

Skylanders: Trap Team (Activision) – Worked on bringing cut scenes to a polished state from a blocked out scene.

Liquid Development– Freelance Animator (Oct.2013 – Feb.2014)

Responsible for taking art assets and rigging and animating the characters in Flash.

Deep Sky Studios– Freelance Animator (June.2014 – June.2014)

Animated Biped character in 3DSMax to existing footage.

### Education:

Art Institute of Portland

(2007 – 2011)

Bachelors in Media Arts and Animation