# Taylor Pate | *Animator*

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**Software**: 3DS Max, Maya, Photoshop, Substance Designer
**Engines**: Unreal 4, Unity
**Tools**: Slack, SourceTree, Git, Perforce

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**Animator at Playful Studios**                                 (**February 2017 - January 2020**)
*Unannounced Project*

- Prototyping, rigging, and animating player characters, creatures, and props
- Working with design and engineering to integrate characters and features in engine

*New Super Lucky's Tale*
*Switch (Nov. 8th 2019)*

- Rigged and animated characters
- Implemented new assets and cinematics in engine

*Super Lucky's Tale: Guardian Trials DLC*
*Xbox One X / Xbox One / Windows 10 (May 1st, 2018)*

- Skinned character variants onto existing rigs, incorporated outsource animation into controllers
- Processed all new assets through Substance Designer and 3DS Max into Unity
- Worked with engineering and outsource to help create costume shop feature

*Super Lucky's Tale: Gilly Island DLC*
*Xbox One X / Xbox One / Windows 10 (March 1st, 2017)*

- Rigged and animated characters and props
- Processed all new assets through Substance Designer and 3DS Max into Unity
- Reviewed and implemented outsource animation, built animation controllers

*Super Lucky's Tale*
*Xbox One X / Xbox One / Windows 10 (Nov. 7th, 2017)*

- Rigged, skinned, and animated characters and props
- Took all new assets from Substance Designer and 3DS Max into Unity
- Worked with design and engineering to help implement new features, such as the dialogue system

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## Education

**The Guildhall at Southern Methodist University, Plano TX**          (**August 2014 - May 2016**)
- Master of Interactive Technology in Art Creation

**The University of Texas at Dallas, Richardson TX**          (**August 2009 - May 2013**)
- Bachelor of Arts in Arts and Technology