

Aden Scott

2D animator

Spine | Flash | ToonBoom

510.331.1263

adenscott@gmail.com

Adenscottart.com

PROFILE

Creative digital and traditional 2D animator with an eye for acting and subtlety

Collaborative team player, generous with ideas, techniques and skills

Possesses a strong work ethic and commitment to excellence in all projects

KEY STRENGTHS

Traditional 2D animation
Digital 2D animation
Drawing
Storyboarding

Team player
Leadership
Solution-Oriented
Strong work ethic

TECHNOLOGY

Spine
Flash
Toon Boom
Photoshop
After Effects

EDUCATION

San Jose State University
BFA Animation/Illustration

EXPERIENCE

Jam City | Lead Animator

APRIL 2017 - AUGUST 2018 | SAN FRANCISCO

- Created robust Spine rigs for interactive fiction game TWIST, capable of dynamic facial expression, versatile movement, and vast clothing, hair, and facial customization
- Defined character animation style for TWIST; developed a large library of animations with emphasis on emotion and acting.
- Managed and directed a small team of animators in creating complex story-driven animations for TWIST

Jam City | Senior Animator

APRIL 2016 - APRIL 2017 | SAN FRANCISCO

- Animated characters and gameboard animations for FAMILY GUY: ANOTHER FREAKIN' MOBILE GAME
- Responsible for matching quality and style of character animation to Family Guy IP standards

Small Planet Digital | Animation Consultant

FEBRUARY 2016 - MARCH 2016 | REMOTE

- Created Spine rigs and character animation for DISNEY PRINCESS CHARMED ADVENTURES app
- Economically created rigs using limited Disney marketing art

Wicked Fun Inc. | Senior Animator

MARCH 2015 - DECEMBER 2015 | EMERYVILLE

- Created Spine rigs and character animation for FORCE OF ELEMENTS game
- Achieved high level of convincing anatomy, costume, and action animation for a diverse cast of characters

Spellbind Studios | Freelance Animator

JUNE 2014 - MARCH 2015 | REMOTE

- Created Spine rigs and animation for ROGUE WIZARDS game

San Jose State University | Instructor

FALL SEMESTER 2014 | SAN JOSE

- Instructed students in storyboarding and traditional animation

Disney Interactive Studios | Associate Animator

2012 - 2014 | PALO ALTO

- Created character animation for DISNEY HIDDEN WORLDS
- Defined standard for draftsmanship, on-model drawing, subtlety and acting for Disney IP

Disney Interactive Studios | Animation Intern

2011 - 2012 | PALO ALTO

- Created 2D character animation for unreleased Disney game

San Jose State University | Animator

2008 - 2011 | SAN JOSE

- Various animated short film projects