



Aden Scott

2D ANIMATOR

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510.331.1263

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

TECHNOLOGY

Spine
After Effects
Animate
Toon Boom
Photoshop

KEY STRENGTHS

Traditional 2D animation
Digital 2D animation
2D Animation Rigging
Animation for Unity
Drawing
Storyboarding
Leadership
Solution-Oriented
Strong work ethic

EDUCATION

San Jose State University
BFA Animation/Illustration

WORK EXPERIENCE

OK Play - Lead Animator

Feb 2020 - Present

- Developed robust character animation system using Spine, capable of dynamic action, emotion, and subtlety
- Developed a fully customizable avatar system, also capable of a wide range of animation
- Created a vast body of animation for characters and environment
- Worked closely with Unity engineers to integrate animations with real time mobile efficiency in mind

Freelance - Animator

Mar 2018 - Feb 2020

- Created a variety of animations for various clients and IPs

Cloudcade - Lead Animator

Sep 2018 - Mar 2018

- Created avatar Spine rigs for unannounced game, capable of versatile acting and deep customization
- Created thorough documentation and technical guides for outsource art team

Jam City - Lead Animator

Apr 2016 - Aug 2018

- Animated characters and gameplay elements for FAMILY GUY: ANOTHER FREAKIN' MOBILE GAME
- Created and animated robust Spine rigs for interactive fiction game TWIST, capable of dynamic facial expression, versatile movement, and customization
- Managed and directed a small team of animators in creating complex story-driven animations for TWIST

Small Planet Digital - Animation Consultant

Feb 2016 - Mar 2016

- Created Spine rigs and character animation for DISNEY PRINCESS CHARMED ADVENTURES app

Wicked Fun Inc. - Senior Animator

Mar 2015- Dec 2015

- Created Spine rigs and animation for FORCE OF ELEMENTS game

Spellbind Studios - Freelance Animator

Jun 2014 - Mar 2015

- Created Spine rigs and animation for ROGUE WIZARDS game

San Jose State University - Instructor

Fall Semester 2014

- Instructed students in storyboarding and traditional animation

Disney Interactive Studios - Associate Animator

Jan 2011 - Jun 2014

- Created character animation for DISNEY HIDDEN WORLDS
- Created 2D character animation for unreleased Disney game