

Chris Triolo

ANIMATOR

Me

- 6+ years of experience in 3D + 2D Animation
- Skillset includes rigging, programming, and design
- Enthusiastic, thoughtful, & easy to work with
- Experience managing all animation + implementation on projects, working w/ tech director + art director

Knowledge



Experience

Radial Games – 2017 to Current – Animator/Rigger/Game Designer

- Rigged + Animated a large amount of assets for various projects in preproduction
- Game design + Coding for various preproduction prototypes

Freelance Animation – 2017 – Animator/Rigger

- Rigged + Animated post-release content on **Fantastic Contraption (Radial Games)**
- Animator + Rigger for upcoming mech game **Phantom Brigade (Tetragon Games)**
- Contract animation for Wolfire Games' **Overgrowth**

Gaslamp Games – 2011 to 2016 – Animator/Rigger

- Rigged and animated all characters (1200+ animations, 30+ rigs) for **Clockwork Empires**. Defined animation style, worked with team, engine programmer & art director to present a consistent look within tech limitations.
- Additional Clockwork Empires duties: FX animations, gameplay coding in lua, economy design, event gameplay design, game-design blog posts on Gaslamp Games website
- Created over 150 new sprites and sprite animations for **Dungeons of Dredmor** and its two expansion packs with an eye to keeping the style consistent with previous artists' work

Klicknation – 2011 - Animator

- Created attack animations in Flash to be sold on the premium currency shop in **Superhero City**

Sizzle Entertainment – 2011 – Animator/Rigger

- Rigged and animated main character of **Jinx: Psychic Sidekick**

Bioroid Studios – 2010 – Artist

- Created art assets for **Monstercraft**

Mova/Contour – 2009 - Animator

- Blending/cleanup on mocap for OnLive announce trailer

Education

Academy of Art University, BFA Animation, 2004-2008

Personal

- Independent Games Festival judge, 2016, 2017, 2018 slates
- Participant in Global Game Jam 2013 and IamAGamer jam 2013