



Nathaniel Wagner

3D Character Animator

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nwagnimation.com
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[tech] skills

- Autodesk Maya
- Cinematic & Gameplay Character Animation
- Motion Capture Manipulation
- Art / Tech QA
- Basic skills: Unreal Engine, 3DS Max, and Tech Animation
- Thrives in a work-from-home environment

Experience

Liquid Development LLC

3D Character Animator, Various Projects

March 2021 - March 2025

- Created a variety of gameplay and cinematic animations to client specifications
- Collaborated with fellow team members, including Tech Animators, to achieve high quality animations and to streamline workflows/pipelines
- Mentored new hires and assisted with project on-boarding
- Worked directly with clients to address and implement art feedback

Sprocketship LLC

Freelance 3D Character Animator, Various Projects

July - September 2016, July 2017

Education

AnimSchool: Certificate of Completion | Graduated 2021

The Art Institute of Portland: BFA, Media Arts & Animation | Graduated with honors 2015