

# OLIVIA KELLER

Animator

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Demo Reel: oliviakeller.net

## SUMMARY

A creative and detail-oriented Animator with a Bachelor's degree and 6 years of experience in the game industry. Skilled in collaborating with multidisciplinary teams to create assets that are optimized for seamless integration and implementation into games. Passionate about innovation and eager to contribute to a creative team focused on delivering engaging experiences.

## SKILLS

- Proficient with: Maya, Blender, & Unreal Engine
- Ability to work independently and collaborate with a team
- Detail-oriented and open to feedback
- Experienced animating in a wide range of styles
- Driven by intellectual curiosity to learn new skills and innovate

## EDUCATION

### San Jose State University

Bachelor of Fine Arts in Animation/Illustration  
Graduated 2018

## EXPERIENCE

### Animator

Penumbra Inc. | Nov 2018 - Nov 2024

- Delivered character and prop animations in various styles
- Reviewed character rigs with Lead Animator and Technical Artist
- Utilized game engine systems to implement animated assets
- Worked with other disciplines to gather feedback and troubleshoot
- Rigged minor characters for animation
- Brainstormed game designs and presented to team

### Artist

Independent Project: Tornado Tower | 2017 - 2018

- VR third person side-scrolling platformer made in Unreal Engine 4 for the Oculus Touch
- Provided animation, 3D models, and concept art
- Collaborated with developers to create cohesive story, aesthetics, and game mechanics

### Supervising Animator, Technical Artist

SJSU BFA Thesis Film: Knuckle Sandwich | 2017 - 2018

- Worked with directors to brainstorm and conceptualize script
- Reviewed storyboards with directors
- Rigged 3D characters
- Provided 3D animation alongside other animators