

# KRYSTINA HAGGERTY

Character Animator  
krystinahaggerty@gmail.com

## SUMMARY

- 5+ years professional experience working as part of animation and video game teams across all aspects and stages of production, with shipped titles
- Foundation in classical principles of animation and drawing skills brought into digital software
- Experienced in a wide variety of software with the ability to pick up new software quickly

## SKILLS

### General

Hand-drawn, frame-by-frame animation on paper or digital; Symbol animation; Computer animation; Illustration; Video editing; Storyboarding; Layout; 3D modeling; Character rigging; Compositing; Graphic design

### Software (Years Experience)

Animation: Adobe Flash (6), Autodesk Maya (2), 3DS Max, XSI, ToonBoom Harmony  
Game Engine: Unity (1.5)  
Illustration: Adobe Photoshop (15), PaintTool Sai  
Editing: Adobe Premiere (4), Adobe After Effects  
Productivity: Perforce (3), Jira

## EXPERIENCE

### Obsidian Entertainment

July 2011 - February 2015

Animator

As an animator, created and ensured character animations were implemented in the game. Collaborated with designers to develop and implement animations. Worked with character artists to develop and improve models and rigs for animation. Wrote "how to" documents and trained new animators. Ensured all animation tasks were completed quickly at a very high level of quality, within project scope.

### Shipped titles:

- **Pillars of Eternity** January 2014 - January 2015
  - Maya animations for humans, creatures, and critters
  - Various spell visual effects
  - Created a large number of UI icons for items, abilities and spells
- **South Park: The Stick of Truth** July 2011 - January 2014
  - Responsible for a large number of Flash animations, including player abilities, companion abilities, summons, and bosses

### Smorgasbord Productions

July 2009 - July 2011

Lead Animator

Worked on various Flash animation projects, including television episodes, Internet animation, commercials, and short films. Set up and rigged characters for animation in Flash. Created artwork and animated scenes. Storyboarded and set up scenes for other animators. Worked with directors to clean up scenes: implemented changes, improved or added animation, etc.

## EDUCATION

### Bachelor of Fine Arts in Feature Animation, May 2009

*Laguna College of Art and Design, Laguna Beach, California*  
Cumulative 3.6 GPA •

\* References available upon request