



Austin Anderton

3D Animator and Artist

Detail-oriented and driven junior animator with a proficient understanding of body mechanics.

Passionate about creating meaningful movement through collaboration.

SKILLS

- 3D Animation
- Game Engine
- Rendering
- Lighting & Composition
- Graphic Design
- Java, Python

SOFTWARE

- Maya
- Unreal Engine
- Adobe Illustrator, After Effects
- Microsoft Teams, Office, One Note
- Nuke

LANGUAGE

- English Native
- Spanish Elementary Proficiency
- Mandarin Elementary Proficiency

EDUCATION

BA IN ART AND TECHNOLOGY

University of Texas at Dallas - 2024 Focus in Animation

Areas of Study:

- Animation
- Game Design
- Motion Design
- Drawing

EXPERIENCE

ANIMATION TEAM

UTD Animation Guild Spring Animation Jam 2024

- 2024
- Responsible for first half of animation of a short put together by a team.
- Managed project deadlines and pipeline
- Collaborated with the team to put together the final render.