

BRANDON CARPENTER

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SUMMARY

Experienced character animator with a passion for bringing characters to life with personality and believability while maintaining engaging gameplay. Easily collaborates with team members from multiple disciplines to create high quality animation, solid experiences, and faster workflows.

EXPERIENCE

Lead Animator | Studio Wildcard

Feb 2025 – Present

Ark 2 // Ark Survival Ascended: Lost Colony

- Led and developed a team, guiding animators across different time zones to drive creative alignment and ensure the delivery of high-quality animation assets.
- Collaborated with other departments to create previz, prototypes, and production animation that helped define the look and feel of the game using both hand keyed and mocap methods.
- Set and managed animation goals, aligning deliverables with project milestones and deadlines.
- Developed and maintained a modern animation workflow aligned with Unreal Engine development environment to enhance team productivity and reduce iteration time.
- Provided mentorship, animation feedback, and training to animators

Senior Animator | Studio Wildcard

April 2021 – Feb 2025

Ark 2 // Ark: Survival Ascended // Ark: Genesis Part 2

- Established hand keyed animation to define gameplay's look and feel for player traversal, combo-based combat, parkour, climbing, world interaction, etc.
- Problem solved with designers and engineers to achieve gameplay requirements with quality motion.
- Designed UE5 animation systems from the ground up, focused on fidelity and minimizing animation workload.
- Mentored and scheduled junior animators

Animator | Final Strike Games

February 2020 – April 2021

Rocket Arena (third person shooter)

- Created hand keyed animation for gameplay, emotes and character screens
- Created UE4 systems to allow spawning props and pets

Lead Animator | Part Time Evil

May 2019 – February 2020

Between Spaces (VR film experience)

- Used mocap and hand keyed techniques to craft cinematic animation for humans and animals
- Managed internal and external animators and riggers
- Directed mocap shoots

Senior Animator | Part Time Evil

October 2018 – May 2019

Between Spaces (VR film experience)

- Used mocap and hand keyed techniques to craft cinematic animation for humans and animals
- Developed animation/rigging pipeline and python scripts for Maya

Contract Technical Animator | HoloSpark

July 2015 – November 2015

Earthfall (first person shooter)

- Designed hand keyed animation for bipedal characters and creatures
- Built animation pipeline and scripted python tools for Maya
- Rigged human and creature models

Contract Animator | Seven2

May 2015 – August 2015

Paw Patrol Pups to the Rescue (mobile game)

- Produced hand keyed animation for quadruped and bipedal characters

Animator | Her Interactive

October 2013 – April 2015

Nancy Drew: The Shattered Medallion // Nancy Drew: Labyrinth of Lies // Nancy Drew: Sea of Darkness

- Created hand keyed animation for quadruped and bipedal characters
- Rigged human models

SKILLS

- Gameplay animation
- Cinematic animation
- Mocap cleanup
- Unreal Blueprints
- State machines
- Rigging
- Python/MEL

SOFTWARE

- Maya
- 3DS Max
- Unreal Engine
- Unity

EDUCATION

Bachelor of Fine Arts in Media Arts and Animation

July 2010 – October 2013

The Art Institute of Seattle