

FEDE PUOPOLO

SENIOR CHARACTER ANIMATOR

Funes, Santa Fe, Argentina | Open to remote opportunities

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SUMMARY

Senior Character Animator with 20+ years across 2D and 3D animation and extensive experience in combat, locomotion, and cinematic animation for major IPs including Clash of Clans, Clash Royale, Plants vs. Zombies, KPop Demon Hunters, Harry Potter, The Walking Dead, and an original, unannounced IP for Paramount / Skydance. I specialize in keyframe animation, motion capture cleanup, and hybrid workflows using Maya, Unreal Engine, and Unity—bridging animation, rigging, and technical art to solve production challenges. Trained by veterans from Pixar, DreamWorks, Blizzard, Epic, and Riot, I bring artistic judgment and production expertise to creative projects.

PORTFOLIO

- Demo Reel: <https://youtu.be/dHktoWkl0g0>
- Portfolio & Breakdowns: www.fedepuopolo.com

SKILLS

- Primary Tools: Autodesk Maya, Unreal Engine, Unity, Adobe After Effects, Spine 2D, Nuke.

EXPERIENCE

Selected Freelance Work – Senior Character Animator – Remote **Paramount / Skydance, Netflix Games, Gizmo, Animation Mentor**

Aug 2024 – Present

- Created and implemented first- and third-person combat animation and cinematics for an unannounced Paramount / Skydance IP.
- Animated choreographed dance-combat sequences blending mocap cleanup and keyframe animation for an unannounced Netflix Games title.
- Animated cinematics for Clash Royale (Supercell) introducing new cards and celebrating major events, including the Pocket-Sized Halftime Show featuring Lil Wayne during Super Bowl LX week, which drew more than 50 million views and won a Gold Lion at Cannes Lions.
- Collaborated on the development of animation tools that streamlined production workflows.
- Worked closely with animation directors during layout to establish staging, timing, camera work, and character performance across multiple projects.
- Mentored Animation Mentor students through weekly critiques and one-on-one sessions, delivering actionable feedback on body mechanics, acting choices, and production-ready animation workflows.

Fortis Games – Senior Animator – Remote

Aug 2021 – Aug 2024

- Delivered 350+ combat and locomotion animations for 2D and 3D characters and 40+ early market validation assets in Maya, Unity, Spine 2D, and After Effects.
- Partnered with art directors, product designers, and technical artists to build animation pipelines that reduced iteration time and supported rapid prototyping for an unannounced IP.

Fox Cub Games – Lead Animator – Remote

Nov 2019 – Aug 2021

- Designed and implemented animation workflows that optimized production timelines for The Walking Dead Slots and other mobile titles.
- Supervised a team of animators, providing mentorship and feedback that elevated animation quality and ensured on-time delivery.
- Created in-game character animations and marketing assets, establishing quality standards.

Fox Cub Games – Senior Animator – Remote

Feb 2019 – Nov 2019

- Created high-quality animations for human characters, zombies, creatures, and environmental effects using Spine 2D, After Effects, and Unity for The Walking Dead Slots.

Pixile Studios – Senior Animator and VFX Artist – Remote

May 2018 – Feb 2019

- Developed the VFX style for Super Animal Royale, creating character, weapon, UI, and environmental animations in After Effects, Adobe Animate, Spine 2D, and Unity.
- Created dynamic effects (fire, explosions, snow) and produced motion graphics for marketing campaigns.

Freelance Animator and VFX Artist – Remote

Nov 2017 – May 2018

- Created animations and VFX for video games, trailers, projection-mapping projects, and TV ads.

OneEyeAnt – Co-founder and Lead Animator – On-site, Rosario, Argentina

Oct 2011 – Nov 2017

- Led animation and game development for mobile titles created for Coca-Cola, Samsung, Cisco, and Barbie, as well as original IPs.

Ivandra / La Selección / Identidad / Buenfinde – Motion Designer – On-site, Rosario, Argentina

Jan 2002 – Dec 2014

- Animated motion graphics for major brands including VW, Heineken, TEDx, Red Bull, and MTV.

EDUCATION

Animation Mentor – Game Animation Program

Aug 2024 – Sep 2025

- Focused on Mechanics & Interactive Gameplay, Dynamic Action & Combat, and Cinematic Cutscenes using Maya and Unreal Engine, mentored by Kristina Alfonsi (Animation Outsourcing Lead at EA), Barry Rooney (Associate Art Director at Riot Games), and Natasha Krinsky (freelancer).

Animation Mentor – Character Animation Program, Game Animation, and Creature Animation

Jan 2020 – Dec 2022

- Advanced body mechanics, acting, feature animation, game animation, and creature locomotion, mentored by Scott Lemmer (Lead Animator at Epic Games), Eddie Prickett (Cinematic Animator at Blizzard Entertainment), Dan Segarra (Animator at Skydance Animation), Shad Bradbury (Animator at Pixar Animation Studios), Reid Johnson (Principal Animator at Undead Labs), Greg Whittaker (Character Animator at DreamWorks Animation), Sean Sexton (Head of Character Animation & Director at DreamWorks Animation), and Nicole Herr (Senior Character Animator at Netflix Animation).

ADDITIONAL TRAINING

Sir Wade Neistadt – Summer of Unreal

Jul 2025 – Aug 2025

- Character Animation in Unreal Engine 5.6 and Creating Animated Cinematics in UE5 workshops focused on real-time workflows for cinematic animation.

The Lighting Lab – Lighting and Compositing

Aug 2024 – Dec 2024

- 3D Lighting and Digital Compositing Mentorship focused on advanced lighting and composition with Iván Benítez (Spider-Man: Across the Spider-Verse).

The Animation Collaborative – Learn to Layer Workflow

Jul 2023 – Sep 2023

- Training in storytelling and timing using feature-film quality rigs, mentored by the 20-year Pixar animation veteran, Michal Makarewicz.

Epic Games & UT-HUB – Bootcamp Animation

Jun 2023

- Intensive Unreal Engine 5 training in animation, virtual production, and rendering.

GameFounders – Accelerator Program

Feb 2014 – Jun 2014

- Intensive program focused on the business and technical knowledge of the game industry, including over 50 face-to-face meetings in Estonia, Finland, Sweden, and the United States, with mentors from recognized companies such as Google, Microsoft, Sony, Unity, Konami, and Rovio.

WORKSTATION

- Intel Core i9-14900K, NVIDIA RTX 4090 24 GB, 192 GB DDR5 RAM, 10 TB SSD storage.