

# FEDE PUOPOLO

## SENIOR CHARACTER ANIMATOR

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### Summary

Senior Character Animator with over 20 years of experience in 2D and 3D animation, specializing in character animation for video games, commercials, and experimental projects. Skilled in creating, implementing, and optimizing animations using engines like Unity and Unreal. I've led the design and development of animation pipelines for AA and indie game titles, delivering high-quality results under tight deadlines. I've also collaborated closely with creative teams to produce visuals for brands like Coca-Cola, Barbie, and *The Walking Dead*.

My expertise includes combat animation, locomotion, body mechanics, acting, facial animation, and tackling technical challenges. I also have experience in lighting and compositing, which complements my animation skills. Learning from mentors at studios like Pixar, DreamWorks, Blizzard, Epic, and Riot Games has fueled my passion for growth and continuous improvement as an artist.

### Primary Tools

- Autodesk Maya.
- Nuke.
- Adobe After Effects.
- Unreal Engine.
- Unity 3D.
- Esoteric Software Spine 2D.

### Secondary Tools

- Adobe Animate (formerly Flash).
- Adobe Photoshop.
- Adobe Audition.
- Adobe Premiere.
- Adobe Substance Painter.
- Marvelous Designer.

### Portfolio

- Demo Reel & Breakdowns: [www.fedepuopolo.com](http://www.fedepuopolo.com)

## Job Experience

### **Senior Animator at Fortis Games** US West Coast - Remote (Aug 2021 - Aug 2024)

Delivered 350+ combat and locomotion animations for 2D and 3D characters and 40+ EMV assets, using Maya, Unity, Spine2D, and After Effects. This contributed to the early look development of an unannounced project, ensuring on-time delivery and high-quality results. Collaborated with Art Directors, Product Designers, and Technical Artists to develop efficient animation pipelines, improving overall workflow.

### **Lead Animator at Fox Cub Games** US West Coast - Remote (Nov 2019 - Aug 2021)

Designed and implemented new animation workflows, optimizing production timelines and enhancing overall team efficiency for The Walking Dead Slots and other mobile games. Supervised a team of animators, providing mentorship and constructive feedback that elevated animation quality and ensured the timely delivery of key projects. Created complex in-game animations and marketing materials for The Walking Dead Slots franchise, establishing new quality standards for character movements and promotional assets.

### **Senior Animator at Fox Cub Games** US West Coast - Remote (Feb 2019 - Nov 2019)

Created high-quality animations for human characters, zombies, creatures, and environmental effects using Spine2D, After Effects, and Unity3D to enhance The Walking Dead Slots gameplay and feature previews.

### **Senior Animator and VFX Artist at Pixile Studios** Vancouver - Remote (May 2018 - Feb 2019)

Developed the VFX style for Super Animal Royale, crafting character, weapon, UI, and environmental animations with After Effects, Animate/Flash, Spine, and Unity3D, establishing the game's visual tone. Created dynamic effects (e.g., fire, explosions, snow) that enhanced gameplay immersion, and produced motion graphics for marketing, boosting game visibility.

### **Freelance Animator and VFX Artist** (Nov 2017 - May 2018)

Created animations and VFX for video games, trailers, mapping projects, and TV commercials, delivering high-quality visuals that enhanced client campaigns and interactive experiences.

### **Co-founder and Lead Animator at OneEyeAnt** Argentina - Onsite (Oct 2011 - Nov 2017)

Led the development of mobile games for top brands like Coca-Cola, Samsung, Cisco, and Barbie, as well as original IP games, overseeing the full production cycle from concept to delivery.

### **Developer and Motion Designer** Argentina - Onsite (Jan 2002 - Dec 2014)

Developed digital campaigns and animated motion graphics for major brands like Volkswagen, Heineken, TEDx, Red Bull, and MTV, enhancing brand visibility and engagement through creative and visually compelling content.

## Education

### **Animation Mentor - Game Animation Mechanics and Combat** (Aug 2024 - Present)

Focused on Maya and Unreal Engine animation techniques, mentored by Kristina Alfonsi (Animation Outsourcing Lead at EA) and Barry Rooney (Associate Art Director at Riot Games).

### **The Lighting Lab** (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 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.

### **The Animation Collaborative** (Feb 2023)

Winter Epic Intensive: live lectures and QAs about feature film animation, efficient workflows, facial performance, and body mechanics mentored by industry veterans.

### **Animation Mentor** (Jan 2020 - Dec 2022)

Advanced body mechanics, acting, feature animation, game animation, and creature locomotion, mentored by top animators:

- 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.
- Nicole Herr - Senior Character Animator at Netflix Animation.

### **Sir Wade Neistadt** (Jun 2022)

3D Animation Workshop: Maya for Animators.

### **School of Motion** (Jan 2022)

Rigging Academy 2.0: Duik Bassel in After Effects.

### **MoGraph Mentor** (Nov 2018)

Classical Animation Workflow & Techniques: Animating in Adobe Animate.

### **GameFounders** (Feb 2014 - Jun 2014)

This intensive program focused on business and technical knowledge of the game industry. It included 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.

### **Escuela Superior de Creativos Publicitarios** (Jun 2009 - Jul 2011)

Focused on creativity, design, and art direction.