Chris Dike

3D Animator
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I am a 3D animator seeking a position in game development. My goal is to make quality character animations while working with others in a creative atmosphere.

Experience:

CRASH, Remote (2024-Present)

Lead 3D Animator - CRASH Season 1, Episode 7 and onward

Keyframe animated characters for the web series: CRASH, on the YouTube channel “blazingb00mrang”.

VOLOK GAMES, Remote (2022-2024)

3D Animator - Chimera Custom XG

Animated via keyframes for player characters, NPCs, and enemies. Includes emotes, idle gestures, and combat animations. Rigged and modified rigs for some characters and environmental props. Made several animated, pre-rendered videos used in trailers and marketing. Duties included environment setup, lighting, rendering, compositing, editing, and audio mixing.

ROOSTER TEETH PRODUCTIONS, Austin, Texas (2013-2015)

Contract 3D Animator - Red vs. Blue Season 12 / Let’s Play Minimations

Animated characters with both keyframe and motion capture for the web series: Red vs. Blue: Season 12 and Let’s Play Minimations.

Animated and composited on both shows, and did general editing for some episodes of Let’s Play Minimations.

Contract 3D Animator - RT Recap: The Animated Recap (Web series episode)

PERSONAL YOUTUBE CHANNEL: ChrisOfTheDead

3D Animator - Various personal projects and individual videos (2012 to present)

Continued practice and learning skills in animation and general creative video production while working in Maya to make several animations throughout the years with various degrees of effort and in several styles of movement and character performance. Some videos were more exaggerated or silly, while some were more realistic in style.

Skills:

Autodesk Maya (2009 to Present)
Proficient in character keyframe animation and general rigging of props and characters with simple facial controls. General experience with Maya’s shader setup and lighting for pre-rendered animation using V-Ray and Arnold.

Adobe After Effects (2009 to present)
General experience with compositing render layers from Maya and V-Ray, using pre-keyed visual effects, and pre-recorded background plates from other sources.

Adobe Premiere (2012 to present)
General experience with video editing and basic sound mixing with the use of nesting or pre-comp techniques.

Education:

Bachelor of Fine Arts Degree in Digital Arts, Bowling Green State University, Bowling Green, Ohio
Concentration in 3D animation and character rigging in Maya.