

Maxi Keller

Character Animator

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SKILLS & SOFTWARE

Handkey Animation ♦ Mocap ♦ 2D Animation ♦ Mentoring ♦ Character Pipeline ♦ Motion Matching
Creative Problem Solving ♦ Prototyping ♦ Basic Rigging & Modeling ♦ Drawing ♦ Character Design

Maya ♦ Unity ♦ Unreal Engine ♦ Shotgun ♦ SmartGit ♦ Perforce ♦ Plastic ♦ Photoshop ♦ After Effects
Premiere ♦ ToonBoom Harmony ♦ Confluence ♦ Jira

EXPERIENCE

- Mooncast Productions** - *Senior Animator | Remote* Mar. 2024 - Present
- Mooncast (PC)
- Responsible for animation, rigging/skinning of assets in the game. Also handling the initial stages of building the world and designing the first level of the game, conceptual art mockups, and creating art for marketing purposes.
- Agora Studio** - *Remote* Nov 2024
- Gameplay Animator*
- iLLOGIKA - Mia & Codie (Mobile)
- Gala Games** - *Lead Animator | Remote* Mar 2022 - Apr 2024
- Mirandus (PC)
- Responsible for R&D, Animation, Prototyping, and Implementation of 1st and 3rd person animations for both Player and NPC characters inside the Unity engine. Helped build and develop the animation/character pipeline and led the animation team providing guidance and feedback on each task.
- Taiko Studios** - *Character Animator | Remote*
- Pokemon: Path to the Peak (Short series) Nov 2022 - Apr 2023
 - Bidoof's Big Stand (Short film) Apr 2021 - Nov 2021
 - Silk Road Paradise's Miracle (Short film)
- Kitestring Online (Remote)** - *Character Animator* Mar 2022 - Sept 2022
- Like (Short film)
- Steamroller Studios (Remote)** - *Animator* Jan 2022 - Mar 2022
- Mortal Kombat 1 (PC/PS5/Xbox/Switch)
- Ethos Studio (Remote)** - *Animator* Jul 2021 - Aug 2021
- Diablo: Immortal (Google Play Ad)

Downpour Interactive (Remote) - Gameplay Animator	Jan 2021 - Apr 2021
<ul style="list-style-type: none"> Onward (VR, Meta Quest) 	
Brazen Animation (Remote) - Character Animator	Mar 2020 - Jan 2021
<ul style="list-style-type: none"> Crash Bandicoot 4: It's About Time - Cinematics Fortnite Nexus War - Trailer LoL: AoSHin's Adventure Fates - Launch Trailer LoL: Teamfight Tactics Mobile - Launch Trailer Epic Games: Posing of Fortnite characters for Skin's Marketing. 	
Naughty Dog (Santa Monica, CA) - IGC/Narrative Animator	Feb 2019 - Feb 2020
<ul style="list-style-type: none"> The Last of Us: Part II (PS4) 	
Primal Screen (Atlanta, GA) - Character Animator	Aug 2018 - Jan 2019
<ul style="list-style-type: none"> Elf on the Shelf: Arctic Fox 	
Sledgehammer Games (Foster City, CA) - Associate Animator	Jul 2017 - Jun 2018
<ul style="list-style-type: none"> Call of Duty: WWII (PC/Xbox/PS4) 	
Wanako.tv (Montevideo, Uruguay) - Animator Generalist	Jul 2014 - Jan 2017
<ul style="list-style-type: none"> Variety of commercials and local TV series. 	
Animalada (Montevideo, Uruguay) - Animator	Apr 2014
<ul style="list-style-type: none"> Ad for Chocokrispies 	
Aparato.tv (Montevideo, Uruguay) - Animator Generalist	Feb 2014 - Apr 2014
<ul style="list-style-type: none"> Variety of commercial projects, VFX films, and short films. 	

EDUCATION

Savannah College of Art and Design - Savannah, GA	2012 - 2017
BFA Animation 3.69 GPA. Cum Lade	
The Animation Collaborative - Emeryville, CA	
Advanced Body Mechanics with Jim Brown.	Winter 2021
Online Workshop with Michal Makarewicz.	Spring 2020
Advanced Acting with Victor Navone.	Spring 2018
Animation Demo & Lecture with Michal Makarewicz.	Fall 2017
AnimaWarriors	
Improv for 3D animators with Ere Santos.	Fall 2020

Animsquad - Online

2014

Character Animation Workshops with Michael Woodside & Andrew Chesworth.

Studio Technique - Online

2013 - 2014

Figure Drawing and 2D Animation Fundamentals.

A+ Escuela de Artes Visuales - Montevideo, Uruguay

2010 - 2012

3D Animation Career. (Generalist)

REFERENCES AVAILABLE UPON REQUEST