

ABAIGEAL COLLINS

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📍 Dallas, TX

WORK EXPERIENCE

Brazen Animation | 2021 - present

Animator

Character animator responsible for creating performance driven animation in a collaborative studio environment. Worked with a creative team to tell story-driven content for a wide range of clients and properties. Some notable projects include:

- **skate.** (2025)

Worked directly with Full Circle to complete a series of in-game player character animations. Trained the animation team on software and pipeline on-boarding.

- **Doom: The Dark Ages** (2025)

Worked closely with id Software to create character animation for in-game cutscenes. Handled character acting, lip sync, and complex action sequences using a mix of motion capture and hand-keyed animation.

- **Overwatch 2** (2023)

Developed character-select animation for Zenyatta and Moira while working under direct supervision with Blizzard Entertainment animators.

- **Valorant** (2022)

Worked closely with Riot games on a cinematic release for Valorant alongside multiple in-game cutscene animations for a series of in-game home screens.

EDUCATION

Ringling College of Art & Design | Computer Animation | 2016-2020

Bachelor of Fine Arts

Traditional training included courses such as figure drawing, perspective, 2D design, and art history. Animation courses included story development, modeling, surfacing, rigging, animation, effects, and lighting, pushing students to learn and utilize every step in the pipeline to complete coursework. Degree culminated in students creating a fully independent 3D animated thesis film under professor mentorship.

SKILLS

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| • 3D Animation | • Maya | • Adobe Suite |
| • Illustration | • Unreal Engine | • ZBrush |
| • Character Design | • Nuke | • Substance Painter |