

# ABAIGEAL COLLINS

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📍 Dallas, TX

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## WORK EXPERIENCE

Brazen Animation | 2021 - present

### Animator

Character Animator collaborating with major studios such as MGM, Warner Brothers, EA, ID Software, Blizzard and more, to create visually compelling, story-driven content.

- **Addams Family 2**

Served as a character animator working closely with Cinesite + MGM for Addams Family 2 marketing toolkit.

- **Overwatch 2**

Created character-select animations in direct collaboration with Blizzard artists.

- **Valorant**

Produced cinematic character animation with Riot Games. Developed pitch decks and visual storytelling for home-screens.

- **Doom: The Dark Ages**

Created character animations for in-game cinematics. Handled acting, lipsync and complex action sequences using a mix of motion capture and hand-keyed animation.

- **skate.**

Character Animator for in-game content; trained team on software and pipeline.

### Character Designer & Visual Development Artist

Developed a wide range of creative assets for both internal and external IP, producing deliverables from raster illustrations to vector-based designs. Collaborated closely with the Head of Creative to craft distinctive, story-driven visual concepts and character explorations.

One River School of Art & Design

### Digital Design Instructor

Led digital design classes for students of varying skill levels, focusing on industry-standard tools and creative fundamentals. Guided students in developing portfolios and concept driven visuals, introducing them to typography, layout, color theory and design.

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## EDUCATION

Ringling College of Art & Design | Computer Animation

### Bachelor of Fine Arts

Trained in visual storytelling, design, and full animation pipeline. Coursework included figure drawing, 2D design, storyboarding, and color theory. Completed a solo 3D animated thesis film with a strong focus on narrative and visual direction.

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## SKILLS

- |                |                |                        |
|----------------|----------------|------------------------|
| • 3D Animation | • Layout       | • Adobe Creative Suite |
| • Maya         | • Rigging      | • Illustration         |
| • Previs       | • Animation TA | • Character Design     |