IAN

CHAFFARDET

Principal Animator & 2D/3D Character Artist

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+1 7372287014 Austin, Texas USA



SUMMARY

Experienced mobile Game animator.

Highly skilled in 3D character animation,
modeling, sculpting, UV, Textures and rigging
for games.

SOFTWARE EXPERTISE

Maya, Zbrush, Photoshop, Unity, Unreal engine, Buildbox, Mudbox, Procreate, Flash, Motion builder, After Effects, Premier, Nomad sculpt, Jira, Perforce, Sourcetree

SKILLS

- Character animation (3D & 2D)
- Character Design
- illustration
- Game/UI VFX
- Digital Sculpting
- Social Casino animation

EDUCATION

• Animation Mentor (2008 - 2010)

Advanced Studies in Character Animation Gameplay animation

• lanimate (2011 - 2012)

Advance studies in Character Animation

Atlantic University College (2006)

Bachelor of Arts (B.A.), Media Arts & Animation

 Instituto de diseño de Caracas (2005 -2008)

Bachelor of Arts - illustration (B.A.)

• CGMA (2018 - 2021)

Character Design (full program)

Art Direction

- Schoolism (2011)
- · Character Design

WORK EXPERIENCE

• Zynga 2021 – Present

Principal Animator New Games

• Zynga 2018 - 2021

Principal Animator Hit it Rich

• Zynga 2017 - 2018

Lead Animator Wizard of OZ slots

• Zynga 2016 – 2017

Senior Animator Wizard of OZ slots

• Salesforce 2018

3d artist (contract)

Nexon America 2015

Senior Animator

• Wizart Animation 2014 - 2015

3d Character animator for kids TV show

NDI Media/Nickelodeon 2013

2d game animator for Whack-a-Umi 3D animator Hans Hans the Biking Viking

Oruga Animation Studio 2012

Animator for Fanta Ads

• Hammer Creative 2012

Character Designer for Zynga's Coasterville (contract)

• Beau Studio 2011

Character Animator for TV ads

Sassoon Film Design 2011

Animator on Harry Potter and the Deathly Hallows, The Smurfs, green lantern, Green Hornet.

- Freelance 2002 2022
- Freelance animator for different studios for tv ads, cartoon, games and movies.

LANGUAGUES

- English bilingual, fluent professional
- Spanish Native Fluent