

Steven Collier
scolliertx@gmail.com 512-971-0200
www.stevecollieranimation.com
linkedin.com/in/steven-collier

*Experienced animator and designer with a diverse background in
broadcast, web and game production*

EXPERIENCE:

Steve Collier Animation, Austin, Texas

Freelance Animator and Media Production Specialist 2001-Present

Managed all aspects of an independent animation company. Clients include AT&T, Dynocom, Earl Miller Productions, University of Texas at Austin, Fox Sports, Round Rock Express, Texas Parks and Wildlife, Ignite! Learning

- Create, produce, edit, and deliver 2D and 3D animations for the University of Texas athletics stadiums, including HD and standard features for jumbotrons, fascia boards, and specialty arena screens
- Create realistic 3D renderings of complex machinery for trade shows and online brochures.
- Developed new graphics package look for 2018 UT Athletic season. Created re-usable modular elements that cut down on production time and costs and promoted a dynamic cohesive look between all venues
- Edit animations and promotions with Avid Media Composer and Adobe Premiere Pro
- Work closely with UT marketing, Learfield/IMG advertising, and advertisers on in-game features to promote sponsors in dynamic and interactive fan experiences
- Provide storyboards for video shoots to streamline production
- Designed animated maps and segments for Texas Parks and Wildlife television series
- Animated in-game cinematics for Take 2's *Charlie and the Chocolate Factory* PC game
- Manage a large number of graphic assets with tight deadlines

Origin Systems, Austin, Texas

3D Artist 2000-2001

Worked on the development of online computer games, *Ultima Online 2* and *Ultima Online: Third Dawn*

- Animated characters and creatures for *Ultima Online 2* using 3ds Max
- Completed animations incorporating a wide variety of idle, combat and situational actions
- Incorporated and refined raw motion capture data for use in character animations

EDUCATION:

The University of Texas at Austin

Bachelor of Science in Radio-Television-Film

ADDITIONAL COURSEWORK:

School of Motion

Animation Bootcamp

Austin Community College

Design, Drawing and Computer Animation Classes

University of Texas Extended Campus

Life Drawing Classes

Steven Collier

scolliertx@gmail.com 512-971-0200

www.stevecollieranimation.com

[linkedin.com/in/steven-collier](https://www.linkedin.com/in/steven-collier)

University of Texas

Drawing Classes

SOFTWARE:

Autodesk 3ds Max

Blender 3.5

Adobe Creative Suite: Acrobat, After Effects, Illustrator, InDesign, Photoshop, Premiere Pro

Maxon Cinema 4D

Toon Boom Harmony

V-Ray 3.6

Avid Media Composer

iToo Forest Pack

Microsoft Office: Excel, Outlook, PowerPoint, Word

Perforce

WordPress