

# MILO VANEGAS

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## Professional Summary

3D & Animation lead, seasoned game developer, with 14 years crafting emotionally compelling characters. I believe in character's power to forge profound connections between audience and interactive worlds. I deliver fluid, stylized characters and animations that elevate gameplay feel and immersive stories. From Hades to Peridot, I'm driven to develop new techniques, leveraging technology to find new forms of expressing through visuals.

## Key Skills

- Animation: Acting, Gameplay, Quadruped Animation, Body Mechanics, Animation Prototyping.
- Technical: Maya, Unreal Engine, Figma, Python, JavaScript, Advanced Prompting for Game Development.
- Leadership: Team Management, Project Planning, Creative Direction, Mentorship.

## Professional Experience

**COMPANY PICNIC**, Technical Artist | San Francisco, 2025 – Present | Projects: Unannounced.

- Work on multiple innovation lab initiatives around 3D and animation.

**BEWARE THE BOT STUDIO**, Founder | San Francisco, 2023 – 2025 | Projects: BERLIN HEAT

- Development of Berlin Heat, a game that leverages AI-driven animation to create dynamic character interactions.

**WORLDSPARK STUDIOS**, Animation Director | San Francisco, 2023 | Project: SPARKBALL

- Led the development of character animations and rigs for Sparkball, an upcoming e-sport game.
- Implemented new animation pipelines using Python tools, increasing efficiency by 50% and reducing production time by 2 months.

**NIANTIC**, Lead Animator | San Francisco, 2021 – 2023 | Project: PERIDOT - AR Game

- Directed the animation team for Peridot, focusing on virtual pet companionship in AR.
- Designed an innovative engine-agnostic animation system, enabling a team of 4 animators to produce over 3,000 animations, increasing efficiency by 60%.
- Mentored junior animators, fostering a collaborative and creative work environment.
- Awards: Webby Awards 2024 for Experimental & Innovation, Technical Achievement, and Media & Entertainment.

**ELECTRONIC ARTS**, Lead Animator | Redwood City, 2019 – 2021 | Project: STAR WARS - Mobile Game

- Led a team of 4 animators and riggers, developing the core pipeline, rendering and animation style, as well as guidelines to support overseas production.
- Collaborated with Lucasfilm to ensure authenticity and adherence to the Star Wars universe.

**KLANG GAMES**, Senior Animator | Berlin, 2019 | Project: SEED - MMO

- Developed character animations and contributed to the rigging system for SEED, an MMO game.

**SUPERGIANT GAMES**, Lead 3D Artist/Animator | San Francisco, 2012 – 2019 | Projects: HADES, PYRE, TRANSISTOR

- Led the 3D art and animation team, creating rigs, models, and animations for Hades, Pyre and Transistor.
- Collaborated closely with design and art teams to ensure animations supported narrative elements.
- Awards for HADES: Game of the Year | Game Developers Choice Awards | 2021; Best Indie Game | The Game Awards | 2021; Game of the Year | IGN, Polygon | 2021
- Award for TRANSISTOR: Spirit Award Winner | DICE Awards | 2014

**FIFTH LINE GROUP**, 3D Artist | New York, 2007 – 2008

- Produced 3D models and animations for high-profile advertising campaigns.

## Education

- MFA in 3D Animation, Academy of Art University | 2009 – 2012
- BFA in Visual Arts, Javeriana University | 2002 – 2006
- Drawing for Animation, School of Visual Arts NY | 2008
- Character Design & Animation, The Animation Collaborative | 2011 – 2022