



# Spencer Roberts

**Profile:** I am seeking a position within a progressive production environment where my skills and talent will be allowed to develop, contributing to the success of my employer.

<b>Education:</b>	Animation Mentor Advanced Character Studies	Date of Graduation	09/10
	Savannah College of Art and Design BFA in Animation Minor in Interactive Design	Date of Graduation	11/06

<b>Experience:</b>	Counterplay Games Lead Narrative Animator	San Francisco, CA	11/21 - 04/24
	Impulse Gear Lead Narrative Animator	San Francisco, CA	02/19 - 11/21
	Sledgehammer Games Cinematic/Game Animator	Foster City, CA	04/16 - 02/19
	VicariousVisions Cinematic Animator	Albany, NY	11/14 - 03/16 02/13 - 06/13
	Electronic Arts Animator	Redwood City, CA	09/13 - 02/14
	Blue Sky Studios Character and Creature Animator	Greenwich, CT	10/12 - 01/12
	Rhythm & Hues Animator	El Segundo, CA	02/11 - 09/11

<b>Teaching:</b>	Animation Mentor Maya Springboard Trainer	2011 -2016
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<b>Mocap:</b>	Performance Capture Motion Capture xSens	Directing Acting and Directing Setup, Acting, Processing, and Directing
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<b>Publications:</b>	Creating a Character Article Published by Animator Island	04/12
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