

Mel Gonzalez
3581 Salvia Dr.
Buford, GA. 30519
melgoanimate@gmail.com | 1-321-278-3923 | Portfolio: www.melgoanimate.com | Vimeo: <https://vimeo.com/user1386429>

Professional Summary

Experienced and passionate Animator with over 12 years in the video game industry, specializing in stylized and realistic character animation. Adept at creating engaging gameplay animations, emotes, and cinematics with a strong focus on timing, appeal, and seamless pipeline integration. Committed to producing content that resonates with players and contributes meaningfully to beloved IPs.

Core Competencies

- Stylized & Realistic Character Animation
 - Gameplay Animation (Abilities, Emotes, Creatures, Humanoids)
 - Cinematic Animation (Single & Multi-Camera)
 - High-Speed Project Turnaround
 - Pipeline Integration & Iteration
 - Software: Maya, 3DS Max
 - Engines: Unreal Engine 3 & 5
 - IP Adaptation & Style Matching
-

Professional Experience

Notorious Studios — *Staff Animator*

Legacy: Steel and Sorcery | Remote (Georgia, USA) | [Current]

- Staff animator on a fantasy PvPvE extraction title, focusing on gameplay and character animation.
- Collaborate cross-functionally with design and engineering teams to ensure animations enhanced player experience.
- Delivered high-quality animations under tight deadlines with minimal iteration cycles.

Hi-Rez Studios — *Lead Animator*

Smite | Georgia, USA | [Sept 2016-Oct 2023]

- Managed and mentored up to 15 team members.
- Lead animator on a popular fantasy MOBA, focusing on gameplay and character animation.
- Collaborate cross-functionally with design and engineering teams to ensure animations enhanced player experience.
- Delivered high-quality animations under tight deadlines with minimal iteration cycles.
- Heavily involved with multi departmental syncs and meetings to ensure the game's vision was realized.

SuperGenius Studio - *Contract Animator*

Skylanders | Oregon, USA | [May 2016-Jul 2016]

- Developed cinematic animations for the game Skylanders.

Trendy Entertainment - *3D Animator*

Dungeon Defenders II | Florida, USA | [June 2014-Feb 2016]

- Developed gameplay animations and cinematics for the game Dungeon Defenders II.

NomNom Games - *3D Animator*

Monster Madness Online | Florida, USA | [Sept 2013-June 2015]

- Developed gameplay animations for the game Monster Madness Online.

USAF - *E4*

Armament Systems Specialist 2W1X1 | USA | [1996-2002]

- **Munitions Handling and Loading:** Perform inspections, assembly, disassembly, and loading of aircraft munitions, including bombs, missiles, and guns. Follow strict protocols and safety procedures to ensure proper handling, storage, transportation, and loading of munitions onto aircraft.
- **Armament Systems Maintenance:** Conduct inspections, testing, and maintenance of aircraft armament systems, including release mechanisms, gun systems, and targeting devices. Troubleshoot malfunctions, repair or replace faulty components, and perform system adjustments as necessary. Ensure compliance with technical orders and maintenance procedures.
- **Weapons Release Systems Operation:** Operate and test aircraft weapons release systems to ensure proper functioning and accuracy. Perform functional checks and system tests to validate release system integrity. Collaborate with aircrew and other maintenance personnel to troubleshoot and resolve any system-related issues.
- **Armament Documentation and Reporting:** Maintain accurate records of armament operations, inspections, maintenance activities, and munitions inventory. Complete required documentation, including maintenance forms and munitions accounting records. Generate reports on system status, maintenance requirements, and recommended improvements. Collaborate with team members and supervisors to provide updates on projects and ongoing maintenance efforts.

Selected Projects

- *Skylanders* – Toys For Bob
- *Teenage Mutant Ninja Turtles crossover* – Nickelodeon
- *Transformers / G.I. Joe crossovers* – Hasbro
- *Magic: The Gathering* crossover – Wizards of the Coast

Education

Bachelor of Science Computer animation

Full Sail | 2010

Certificate of Completion

Animationmentor.com | 2012

Personal Note

I am driven by a lifelong passion for video games and animation, I strive to create content that not only entertains but inspires. My personal mission includes crafting work that my son can proudly share with his friends, saying, “My dad made that!”