

MEL GONZALEZ

CONTACT



Buford, GA 30519



1-321-278-3923



melgoanimate@gmail.com



www.melgoanimate.com

SUMMARY

Senior Animator with 12+ years in games, delivering **1,000+ animations a year**, building full character class kits in **2-3 months**, and leading **12+ artists** across fast-paced live-service pipelines. Known for slashing iteration cycles from **months to weeks** and elevating major IPs including **SMITE, Skylanders, TMNT, Transformers, G.I. Joe, and Magic: The Gathering**.

SKILLS

- Expert at Stylized & Realistic Character Animation
- Expert at Gameplay Animation (Abilities, Emotes, Creatures, Humanoids)
- Expert in Maya, 3dsMax
- Expert at IP Adaptation & Style Matching
- Expert in High-Speed Project Turnaround
- Proficient in Pipeline Integration & Iteration
- Proficient in Unreal Engine 5
- Skilled at Cinematic Animation (Single & Multi-Camera)

EDUCATION

Bachelor of Science Computer Animation
Full Sail University, Winter Park, FL

Certificate of Completion Computer Animation
AnimationMentor, San Francisco, CA

SELECT PROJECTS

Skylanders Imaginators – *Toys For Bob, TMNT / Nicktoons x SMITE* crossovers – *Nickelodeon, Transformers / G.I. Joe x SMITE* crossovers – *Hasbro, Magic: The Gathering x SMITE crossover* – *Wizards of the Coast*

WORK HISTORY

November 2023 - November 2025

Staff Animator Notorious Studios, Georgia, USA

- Within **3-month** timeframe spearheaded development of complete wizard character class animation kit.
- Within **2-month** timeframe spearheaded development of paladin character class sword and shield weapon set, including non-combat animations.
- Authored **3** complete enemy creature animation kits, significantly reducing iteration cycles from months to weeks.
- Collaborate cross-functionally with design and engineering teams to ensure animations enhanced player experience.

September 2016 - October 2023

Mid - Lead Animator Hi-Rez Studios, Georgia, USA

- Led animation team in creating over **500** high-quality character animations for *SMITE*.
- Directed and supported a remote team of over **12** members, fostering professional development and team cohesion.
- Authored over **1,000** high-quality animations plus character skins to meet recurring monthly deadlines with efficient iteration cycles.
- Engaged in collaborative discussions across departments to drive alignment and clarity on game vision.
- Mentored junior animators, providing guidance on techniques and best practices.

May 2016 - July 2016

Contract Animator SuperGenius Studio, Oregon, USA

- Produced **3** high-quality cinematic animations for *Skylanders: Imaginators* in **2 months**, contributing to the overall visual appeal of the game.
- Delivered **7** high-quality shots under tight deadlines, maintaining consistent performance across multiple assignments.
- Analyzed and applied client suggestions to ensure adherence to the established creative direction.

June 2014 - February 2016

3D Animator Trendy Entertainment, Florida, USA

- Designed and implemented over **150** gameplay animations and cinematics for *Dungeon Defenders II*.

September 2013 - June 2014

3D Animator NomNom Games, Florida, USA