

Stephanie Verish

Senior 3D Animator & Character Artist
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I'm Steph, a passionate animator with 10+ years of experience in gaming animation. I specialize in character art and animation, and I have skills in every part of the production pipeline from modeling and rigging to final implementation.

EXPERIENCE

Senior 3D Animator | Originator, Inc. (Spinmaster) | October 2022 - July 2026

PAW Patrol: The Game (iOS & Android), PAW Patrol Academy (iOS, Android, & Netflix), Cubric (iOS & Android)

- Character Animation; created and implemented high-quality character animation for gameplay animation and cinematics, including on the Kidscreen Award Winning App PAW Patrol Academy
 - Lead Animator for all characters on Cubric app, including custom keyframed animation and mocap cleanup
 - Animated human/bipedal characters and quadrupeds, especially dogs
 - Animated robotic characters and vehicle props, including wheels and treads
- Rigging; created custom rigs for characters and props for use in Unity/game engines
 - Created facial rigging systems, both joint-based and texture-based
 - Custom transforming vehicle rigs for PAW Patrol: The Game, able to be animated by keyframes or with procedural programming
 - Created character rig with interchangeable body parts for a customizable character system
 - Custom rigging for bipedal/human characters, quadrupeds, robots, and props
- Game Implementation; integrated animation assets into Unity project by importing and configuring FBX assets, also set up Animator Controller systems and gameplay triggers
- Collaboration; worked closely with team members in all departments to create high quality games from prototypes to final shipped product
 - Critiqued shots from other animators to improve the studio's overall quality of animation
 - Worked with programmers and engineers to develop efficient game animation systems

3D Artist Contractor | Originator, Inc. (Spinmaster) | March 2022 - October 2022

Cubric (iOS & Android)

- Modeling; created 3D models for stylized characters and props, including hair and clothing items
- Rigging; created unique rigs for prop, hair, and clothing models
 - Implemented rigs in Unity, including adding dynamic moving bone chains to items to enable procedural movement on top of keyframed character animation
- Animation; crafted high quality animations for characters and props for a new IP online multiplayer game
- Game Implementation; developed animation systems for new characters, both bipedal/human and quadrupeds

Animator/Artist | King Show Games | June 2016 - May 2020

Show Me Vegas Slots App (iOS & Android), Dragon Storm, Wu Da Jiang, & various other Slot Machine games

- Designed characters to feature on splash art for game cabinets
- Developed 3D models, rigs, textures, and animations for game assets
- Created 2D animations as well as 2D puppet animation rigs for games
- Designed logos, buttons, and other graphics
- Worked with a team of artists and engineers to develop games for mobile devices for the first time as a company
- Consistently met high standards regarding quality of work, timeliness of deliverables, and contributing creative ideas to game development

Animation Generalist | Independent | March 2015 - March 2016

Bellhop Bot (Self-Produced Animated Short Film)

- Created entire short film, through every single part of the production pipeline
 - created concept art and visual development for environments and characters
 - designed, modeled, textured, rigged, and animated both bipedal/human character and robotic/quadrupedal character
 - created and edited storyboards and animatics for an original film
 - designed, modeled, textured, and lit 3D environments, props, and other setpieces

Animation/Art Intern | Edovo (Jail Education Solutions) | June 2014 - August 2016

Edovo Learn App (available for secure tablets)

- Created 2D animations and motion graphics for app and web content
- Designed illustrations and icons for tablet-based educational courses

EDUCATION

Ringling College of Art and Design | Class of 2016

Bachelor of Fine Arts in Computer Animation

SKILLS

3D Animation
Character Animation
Facial Rigging
Character Rigging
2D Animation
Props Rigging
3D Modeling
Animation Implementation
Game Asset Management
Time Management
Collaboration
Learning New Programs

SOFTWARE AND PROGRAMS

Autodesk Maya
3DS Max
Unity
Spine
Adobe After Effects
Adobe Photoshop
Adobe Premiere
Advanced Skeleton
AnimSchool Picker
Studio Library
Animbot
Sourcetree
Github
Microsoft Teams
Miro
Jira