

Paul Zimmer

3D Animator

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How I Can Help You:	8 Skills I Do Well
	<ul style="list-style-type: none">3d AnimationAnimation/Rigging TrainingPython/Maxscript Tool BuildingCAT Rigging/SkinningGameplay/Level DesignAnimation PipelineCinematicsFile System/Naming Scheme Organization

Work History: Years, 11+	Apr 29th, 2013 → Present Senior Animator @ Wargaming Seattle, Redmond, WA
	Feb 12th, 2007 → Jan 18th, 2013 (5y 11m) Animator @ Gas Powered Games, Redmond, WA
	Dec, 2006 → Feb, 2007 (0y 3m) Contract Animator @ Gas Powered Games, Redmond, WA
	Jan 25th, 2005 → Nov, 2006 (1y 10m) Cinematic Animator @ Shiny Entertainment, Newport Beach, CA

Game History: Shipped 4 Canceled 9 In Progress 2	Personal Projects (Outer Grid Games) <ul style="list-style-type: none">(PC, Steam) Crayon Chronicles(PC, VR) An Action RPG Wargaming Seattle <ul style="list-style-type: none">(PC) Secret Project 01 [CANCELED](PC) Secret Project 02 [CANCELED](PC) Secret Project 03 Gas Powered Games <ul style="list-style-type: none">(Wii) A Cartoony Platformer [CANCELED](PC) A Zombie RTS [CANCELED](PC, 360, Mac) Supreme Commander 2(PC) Kings And Castles [CANCELED](PC) A Cartoony Collection Game [CANCELED](PC) Age of Empires Online(PC) Wildman [CANCELED] Shiny Entertainment <ul style="list-style-type: none">(PC, XBOX, PS2) The Matrix, Path of Neo(PSP) Earthworm Jim PSP [CANCELED](PSP) Warriors of Enkor [CANCELED]
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Education	Bachelor of Science in Media Arts & Animation (The Art Institute of Orange County) Graduated: June 2004
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References	Justin Clark (business partner), Senior Software Engineer @ Oculus Sung Campbell (coworker), Senior 3d Artist @ Wargaming Seattle Bryan Erck (ex-coworker), Senior VFX Artist @ Sledgehammer Games (Contact Information Upon Request)
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