

Alexis Hawkins

+1(818) 854-9813 | lex.hawkins1@gmail.com

[LINKEDIN](#) | [WEBSITE](#) | @saltybirdy

3D Character Animator | Keyframe Animation • Cinematic Performance

SKILLS

ANIMATION: Gameplay, Character, Keyframe, Combat, and Creature Animation; Body Mechanics, Motion Capture Cleanup, Engine Integration, Team Leadership

AI-ASSISTED: Motion Capture & Cleanup (Move.ai, Wonder Dynamics, QuickMagic.AI), Animation Integration for AI-Driven NPC Systems (Unreal Engine & Unity)

TOOLS: Maya, Unity, Unreal Engine, Blender, Adobe Products, Figma, Slack, Toon-Boom, and DaVinci Resolve

EXPERIENCE

3D Lead Character Animator

Killer Sunshine Studios

Los Angeles

02/2024 - Present

- Created **gameplay** and **cinematic animations** for multiple playable characters, **delivering production-ready** assets integrated into Unity gameplay systems
- Implemented animation assets supporting **gameplay systems**, **character locomotion**, and **in-game interactions**
- Partnered with **designers**, **programmers**, and **technical artists** to rapidly iterate gameplay and improve player responsiveness
- Led a team of **30 game devs**, **providing feedback**, **establishing animation standards**, and **supporting production pipelines** for an upcoming multiplayer action title

3D Animator and Creative

Animation Freelancer

Los Angeles / Remote

01/2023 - Present

- Produced **gameplay**, **cinematic**, and **commercial animation** for clients including **Warner Music**, **BET**, **Twitch**, **Raid Shadow Legends**, and **YouTube**
- Collaborated directly with **creative directors** to deliver animation under **tight production schedules**
- Delivered **production-ready animation** within fast turnaround **production pipelines**
- Tested and applied **AI-powered motion capture tools** for accelerated **animation pipelines**, and collaborated with technical teams on **mocap cleanup**

3D Character Animator

Player1Productions

Los Angeles / Remote

12/2022 - 04/2023

- Animated characters for an **upcoming AAA video game title**
- Produced animation assets designed for **real-time gameplay implementation**
- Collaborated with **programmers**, **riggers**, and **designers** to ensure animation performance and optimization

Motion Animator Freelancer

WKND HRS

Los Angeles / Remote

08/2022 - 11/2022

- Designed **previsualization**, **animation**, and **motion graphics** for commercial advertising campaigns
- Collaborated with creative teams to deliver **visually engaging animated content**

INTERNSHIPS

34/56 GROUP - AUGUST 2021 – animated advertisements for social media commercials for Smart & Final and El Super

BRAND NEW SCHOOL - AUGUST 2018 – assisted with scene setup, animation cleanup, and shot preparation

EDUCATION

Otis College of Art and Design: **Bachelor of Digital Media & Animation: 2018 - 2022**

Animation Flow: **Mentorship Program 2026** — training in Animation and Unreal Engine/Unity system integration