

DOUG CHOI

Phone: +44 07477 684552 Email: doug@choi.work Bristol (BS4 3AG)

GAMEPLAY ANIMATOR - PORTFOLIO

Creative and efficient game animator, possessing deep understanding of animation principles and hand-keyed animation. Professional experience working within pipelines in the animation industry. Animates and develops with game and player experience first in mind. Consistently participates in game jams, and has excellent communication and time-management skills.

KEY SKILLS

Maya - Unity - C# - Unreal Engine - Animation Implementation - Git - After Effects
Premiere Pro - Photoshop - V-Ray - Substance Painter

SELECTED CAREER HIGHLIGHTS

- Selected to participate in a fully government-funded C# and Unity bootcamp from Next Gen Skills Academy.
- Mentored by Ed Swain (Senior Animator at Jagex) after being selected through Limit Break Mentorship
- Completed numerous game jams, consistently ranking within the top 30% rating of all games submitted.

WORK HISTORY

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| CG Generalist Freelance | Oct 2024 to Present |
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- Maintaining an active freelance career while continuing to practice game development on the side.

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| Personal Sabbatical 3D Animation, Game Programming and CG Fundamentals | Oct 2023 to Oct 2024 |
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- Completed a fully-funded C# Unity Game Dev bootcamp from Next Gen Skills Academy.

- Studied 3D Character Animation at Animschool, achieving an average of 'A' across three terms.
- Completed CG Fundamentals at Think Tank Training Centre, achieving a 94% across 16 weeks of assignments.

Motion Graphics Designer

June 2022 – Oct 2023

Ignite

- Produced 2D and 3D content for web, social and OOH advertising along a team of 10 designers, within a wider agency of 50 people.
- Frequently collaborated with the dev, strategy and production department.
- Had direct communication with clients, all the way from pitch to final delivery to ensure feedback was incorporated along every step of the way.
- Clients included: Deliveroo, London Interdisciplinary School, Marugame, Puttshack, Marriott

Motion Graphics Designer

Jan 2021 – June 2022

We Are Graft

- Worked with a small team of 5 to consistently execute top-level creative for social and explainer videos
- Boutique nature of the studio meant that my responsibilities were larger, involving edit, design, audio and production.
- Clients included: Virgin Red, BMW Motorrad, Wirex

EDUCATION & QUALIFICATIONS

2025 – Ed Swain (Senior Animator at Jagex) – Limit Break Mentorship

2025 – Unity and C# Bootcamp – Next Gen Skills Academy

2024 – CG Fundamentals – Think Tank Training Centre

2024 – 3D Character Animation - Animschool

2021 – C4D Basecamp, Expression Session, Advanced Motion Methods – School of Motion

2020 – BMus Electronic Production and Design – Berklee College of Music

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