



RESHAD AKONDHO

GAMEPLAY ANIMATOR

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PORTFOLIO: [Click here to view](#)

EDUCATION

MA Animation

University of Gloucestershire
Sept 2022 to Oct 2023
United Kingdom

Animation Workshops

[Advanced Animation Academy](#)
March 2024 to present

[Mentorship with Harvey Newman](#)
July 2023 to Jan 2024

[iAnimate](#)
July 2021 to Sept 2021

REFERENCES

Jerome Rodgers Blake

Animation Coach and Consultant at
Advanced Animation Academy

Harvey Newman

Animation mentor and consultant at
Mentorship with Harvey Newman

Seb Burnett

Lecturer at University of Gloucestershire

Contact info available upon request

INTRODUCTION

My deep rooted passion for delivering memorable player experiences drove me to take ownership of crafting compelling animations for games. At FRACTAL RED, I was involved in the creation and implementation of animations; I collaborated seamlessly with artists, designers, and programmers to deliver captivating gameplay experiences.

EXPERIENCE

FRACTAL RED | GAMEPLAY ANIMATOR

Jan 2023 – June 2023 | 6 months contract

At Fractal Red, I was integral part of the creation of high-quality animations and their seamless implementation into the game. I achieved this by not only producing animations but also iterating on them in close collaboration with designers and programmers.

What I did:

- Created keyframe combat, locomotion and interaction animations
- Collaborated with programmers and designers to ensure animations were properly implemented in State Machine
- Retargeted anim to rigged skeleton so animations work flawlessly
- Created sockets and attached weapons to socket
- Added Notifies to create gameplay event during runtime

ERDEN: ECHOES OF THE PAST

Sept 2022 – Oct 2023

During my master's, I spearheaded a fantasy game project using Unreal Engine, significantly expanding my expertise in technicalities of game animation. I collaborated closely with a writer and an artist to meticulously plan and design a captivating battle sequence.

What I did:

- Engaged in collaborative brainstorming sessions with an artist, and writer to conceptualize the game's vision.
- Developed a storyboard outlining the cinematic sequence
- Constructed cinematic using Sequencer in Unreal Engine
- Utilized a state machine to integrate animations
- Designed logics for animation using animation blueprint
- Created animation montages and animation notifies for root motion animation
- Developed AI and behavior tree according to enemy animations
- Implemented Gameplay and UI through Blueprint Scripting



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