

# Nicole Duerr

❖ **3D Character Animator**

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<https://www.nicoledanimations.com/>

## Experience

**Deck Nine Games** JANUARY 2022 - NOVEMBER 2025

– *Animator I* JANUARY 2024 - NOVEMBER 2025

- Created high-quality cinematic and gameplay animations using motion capture and keyframe animation.
- Collaborated with Cinematics, Production, Tech Art, and other teams to implement solutions to enhance the game
- Trained with advanced internal tools and pipeline within the company

– *Junior Animator* JANUARY 2022 - DECEMBER 2023

- Under the guidance of the Animation Lead and Seniors, animation was produced at the targeted quality standard

**EDGLRD** APRIL 2025

– *Junior Animator*

- Created high-quality cinematic animations using motion capture and keyframe animation
- Collaborated with Cinematics, Production, Tech Art, and other teams to implement solutions to enhance the project

## Education

MAY 2021

**Savannah College of Art and Design** – *Bachelor of Fine Arts in Animation*

## Published Titles

MARCH 2026

**Life is Strange: Reunion**

OCTOBER 2024

**Life is Strange: Double Exposure**

## Software

- Unreal Engine 5 • Maya • Faceware • After Effects
- Premiere Pro • Adobe Photoshop • Adobe Illustrator