

Nicole Duerr

❖ **3D Character Animator**

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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

TBA

Narrative Title TBA

OCTOBER 2024

Life is Strange: Double Exposure

Software

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