

# CHRIS DALEY

## Who am I? (Personal summary)

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A creative design professional with over 12 years of experience, but above all, an animator who values curiosity, growth, and joy as the key principles of my work. A big Red Sox fan, too.

## What tools do I use? (Technical skills)

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Autodesk Maya, animBot, Blender, Adobe CC (Photoshop, Illustrator, Premiere Pro), GIMP, Inkscape, Figma, Atlassian (Confluence, Jira), Unity, Unreal Engine

## Where have I been? (Work experience)

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### Animator (Freelance) | Open Pixel Studios

Feb 2024 - Mar 2024

- Produced three 3D vehicle animations in Maya for an unannounced series episode.

### Animator (Volunteer) | Game Create Repeat

Jul 2021 - Feb 2022

- Produced nearly 20 keyframed 3D character animations (player character and NPC) in Blender for "[Fireflies & Figments: A Willow's Journey](#)", a vertical game slice built in Unity by an all-volunteer team and shipped within a single year.
- Gave and received feedback in bi-weekly sprint meetings and shot reviews, resulting in higher quality animations.

### Animator (Freelance) | Pennantia Studios

Oct 2021 - Nov 2021

- Produced 3D character animations in Blender for an unannounced first-person shooter game built in Unreal Engine.

### Senior UX Designer | UX Designer | Fidelity Investments

Sep 2018 - May 2024

- Led strategic design vision across multiple Agile project teams for digital options research, analysis, and trading solutions.
- Supervised UX design and analysis of a core feature within a new fixed income portfolio product.

### Visual Designer | Altisource

Jun 2017 - Aug 2018

- Produced high-fidelity wireframes and visual assets for digital real estate solutions.

### Visual Designer (Contract) | Dassault Systèmes

Sep 2015 - Sep 2016

- Designed thousands of responsive icons and a design resource repository for SOLIDWORKS product UIs.
- Illustrated background images, profile avatars, and other assets for the "[Apps for Kids](#)" ecosystem of creativity apps.

### Simulation Developer | Simudyne USA

Mar 2012 - May 2015

- Led the animation, UX design, visual design, and 3D modeling of interactive virtual simulations.

## What did I take out a bunch of student loans for? (Education)

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### Certificate, Character Animation | Animation Mentor

Sep 2017 - Dec 2018

### B.S. Interactive Media and Game Development, Art Concentration | Worcester Polytechnic Institute

Aug 2007 - Feb 2012

## How do I give back? (Volunteer work)

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### Volunteer | Main IDEA Youth & Arts

Aug 2015 - Apr 2024

- While serving as a team counselor, mentored and guided children in daily art and recreational activities.
- Assisted and supported Main IDEA's Executive Director.