

MILO VANEGAS

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Professional Summary

Animation leader and seasoned game developer, with 14 years crafting emotionally compelling characters. I believe in animation's power to forge profound connections between players and game worlds. I deliver fluid, stylized animations that elevate gameplay feel and narrative. From Hades to Peridot, I'm driven to develop new techniques, and now leveraging AI to revolutionize character animation.

Key Skills

- Technical: Maya, Unreal Engine, Figma, Python, JavaScript, Advanced Prompting for Game Development
- Animation: Rigging, Acting for Animation
- Leadership: Team Management, Project Planning, Creative Direction, Mentorship

Professional Experience

BEWARE THE BOT STUDIO, Founder | San Francisco, 2023 – Present | Projects: BERLIN HEAT

- Leading the development of Berlin Heat, a game that leverages AI-driven animation to create dynamic character interactions.
- Developing systems for animated characters that dynamically adjust acting based on player interactions within the game.
- Creating extensive AI tools for animation development using Maya, Javascript and LLMs.

WORLDSPARK STUDIOS, Animation Director | San Francisco, 2023 | Project: SPARKBALL

- Led the development of character animations for Sparkball, an upcoming e-sport game.
- Implemented new animation pipelines using Python tools, increasing efficiency by 50% and reducing production time by 2 months.

NIANTIC, Lead Animator | San Francisco, 2021 – 2023 | Project: PERIDOT - AR Game

- Directed the animation team for Peridot, focusing on virtual pet companionship in AR.
- Designed an innovative engine-agnostic animation system, enabling a team of 4 animators to produce over 3,000 animations, increasing efficiency by 60%.
- Mentored junior animators, fostering a collaborative and creative work environment.
- Awards: Webby Awards 2024 for Experimental & Innovation, Technical Achievement, and Media & Entertainment.

ELECTRONIC ARTS, Lead Animator | Redwood City, 2019 – 2021 | Project: STAR WARS - Mobile Game

- Led a team of 5 animators and riggers, developing the core pipeline, animation style, and guidelines to support overseas production.
- Collaborated with Lucasfilm to ensure authenticity and adherence to the Star Wars universe.

KLANG GAMES, Senior Animator | Berlin, 2019 | Project: SEED - MMO

- Developed character animations and contributed to the rigging system for SEED, an MMO game.

SUPERGIANT GAMES, Lead 3D Artist/Animator | San Francisco, 2012 – 2019 | Projects: HADES, PYRE, TRANSISTOR

- Led the 3D art and animation team, creating rigs, models, and animations for Hades.
- Collaborated with design and art teams to ensure animations supported narrative elements.
- Awards for HADES: Game of the Year | Game Developers Choice Awards | 2021; Best Indie Game | The Game Awards | 2021; Game of the Year | IGN, Polygon | 2021
- Award for TRANSISTOR: Spirit Award Winner | DICE Awards | 2014

FIFTH LINE GROUP, 3D Artist | New York, 2007 – 2008

- Produced 3D models and animations for high-profile advertising campaigns.

Education

- MFA in 3D Animation, Academy of Art University | 2009 – 2012
- BFA in Visual Arts, Javeriana University | 2002 – 2006
- Drawing for Animation, School of Visual Arts NY | 2008
- Character Design & Animation, The Animation Collaborative | 2011 – 2022