MILO VANEGAS

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Professional Summary

Multidisciplinary creative developer with over 14 years of experience across gaming, AR, and product design. Proven track record in leading cross-functional teams, designing advanced animation pipelines, and integrating AI-driven tools for game development and end users. Skilled at transforming complex ideas into compelling products through a blend of technical proficiency, strategy, and design.

Key Skills

- AI: Open AI, Gemini and Claude API, Fine Tuning GPT & Gemini models, Runway, Midjourney, Stable Diffusion, Agentic AI Systems.
- Tools: Maya, ZBrush, UE 5, JavaScript, Node.js, Figma, Git, Google Cloud, Langchain, XState, React, Next.js.
- Product & Design: UX/UI Design, Systems Architecture, Animation, Rapid Prototyping, Creative Direction.
- Leadership & Management: Team Leadership, Project Planning, Mentorship, Stakeholder Communication.
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Professional Experience

BEWARE THE BOT STUDIO, Founder | San Francisco, 2023 – Present | Projects: BERLIN HEAT
- Full-Stack & Product Leadership: Spearheading the product vision for Berlin Heat, an AI-driven game that emphasizes dynamic character animation system and gameplay.
- AI-Driven Development: Building systems to adapt character behavior based on player input, leveraging Generative AI frameworks for real-time interaction.
- Tool Creation: Developed in-house AI and scripting tools (Python For Maya / JavaScript for debugging and testing / LLMs for workflow support) to streamline design, prototyping, and asset production.

WORLDSPARK STUDIOS, Animation Director | San Francisco, 2023 | Project: SPARKBALL
- Animation Direction: Led the development of character animations and rigs for Sparkball, an upcoming e-sport game.
- Product & Pipeline Optimization: Oversaw end-to-end pipeline upgrades, ensuring seamless integration with design and Maya to UE Workflow.

NIANTIC, Lead Animator | San Francisco, 2021 – 2023 | Project: PERIDOT - AR Game
- Engine-Agnostic Systems: Designed a flexible animation framework integrating multiple engines (Unity, Unreal), enabling faster iteration across hardware platforms.
- Cross-Functional Collaboration: Partnered with product managers and tech artists to refine feature requirements, ensuring AR compatibility and responsive gameplay.
- Mentorship: Guided junior team members in both creative and technical disciplines, fostering a collaborative environment that encouraged innovation.
- Awards: Webby Awards 2024 (Experimental & Innovation, Technical Achievement, Media & Entertainment).

ELECTRONIC ARTS, Lead Animator | Redwood City, 2019 – 2021 | Project: STAR WARS - Mobile Game
- Led a team of 4 animators and riggers, developing the core pipeline, rendering and animation style, as well as guidelines to support overseas production.
- Stakeholder Management: Collaborated with Lucasfilm to maintain authenticity in visual style, bridging brand guidelines with product goals.
- Team Oversight: Led 5+ animators and riggers, coordinating sprints and deliverables while managing remote communication tools and workflows.

KLANG GAMES, Senior Animator | Berlin, 2019 | Project: SEED - MMO
- Technical Contribution: Developed next-gen character rigs and integral 3D art assets using Maya, scripting tools, and real-time pipelines.
- Collaboration: Worked closely with game designers and engineers to ensure assets performed seamlessly in MMO environments.

SUPERGIANT GAMES, Lead 3D Artist/Animator | San Francisco, 2012 – 2019 | Projects: HADES, PYRE, TRANSISTOR
- 3D Art & Animation: Led 3D Modelers and Animators to create rigs, character models and animation.
- Product Impact: Worked closely with design and narrative, aligning 3D content strategies with gameplay mechanics to enhance gameplay feel.
- Awards: Contributed to HADES's multiple "Game of the Year" accolades (Game Developers Choice Awards 2021, The Game Awards 2021, IGN/Polygon 2021).

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