

BRANDON YATES

Animator

Yatesanimation.com

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Summary

I consider myself well seasoned Animator. I done it all. From 2D, to 3D. Motion capture and keyframing. Gameplay Animation and cinematic animation. I even have experience in creating an animation pipeline, and creating tools for the team to use. I have several AAA titles under my belt. I am proud of what I do, and love to bringing life into the games we love.

Work Experience

OMEDA STUDIOS

Lead Animator
July 2021 - April 2025

Worked as the Lead Animator on the game Predecessor.

ARKANE STUDIOS

Animator
October 2019 - July 2021

Worked as a Gameplay Animator on the game Red Fall.

HI-REZ STUDIOS

Animator
October 2018 – October 2019

Worked as a Gameplay Animator on the game Rogue Company.

HOUSE OF MOVES

Animator
November 2017 – October 2018

Worked as a Gameplay Animator for Mortal Kombat 11 and as a Cinematic Animator for Just Cause 4.

PLAYSTATION

Animator
April 2017 – October 2017

Worked as a Cinematic Animator on the game Days Gone.

HOUSE OF MOVES

Junior Animator
November 2016 – February 2017

Worked as a Gameplay Animator for Injustice 2.

PAINT SAVVY

Caricature Artist
November 2015 – November 2016

Creating caricatures in a fast paced environment.

TEJADA SOLUTIONS INTERNATIONAL

Animator
February 2015 – August 2015

Worked on a mobile game. Preparing and prepping animations in Unity.

ECHO BRIDGE PICTURES, LLC

In-Between Animator and Clean up Artist
November 2017 – October 2018

Worked in Adobe Flash on the 2D cartoon series:
Axe Cop and Major Lazer

Education

FULL SAIL UNIVERSITY

Bachelor's Degree, Computer Animation
2011 – 2014