TROY A MILLER
ILLUSTRATOR / ANIMATOR

Buford, GA | (267) 254-2014 | troy6228@yahoo.com | www.troyamiller.com

Education

BACHELOR OF FINE ARTS IN ANIMATION

Savannah College of Art and Design (SCAD) | June 2016

ASSOCIATE DEGREE IN SPECIALIZED TECHNOLOGY

Art Institute of Philadelphia | June 2000

Professional Skills

Autodesk Maya | Autodesk 3D Studio Max | Autodesk Mudbox | Toon Boom Harmony | Toon Boom Storyboard Pro | Adobe Photoshop | Adobe Illustrator | Adobe After Effects | Spine | Adobe Premier | Storyboarding | Background / Environment Design | Character Design

Concept Design | 3D Modeling | Lighting Texture Mapping | Character Animation

Professional Experience

SENIOR ANIMATOR | ECLIPSE GAMING SYSTEMS | DULUTH, GA | 2021-PRESENT

- Produce exciting and dynamic platform specific animations for land based casino slot and **COAM** games.
- Created 2D and 3D dynamic character and text animations, special effects and motion graphics using software such as **Adobe After Effects,** and related plugins (**Boris FX, Saber, Maxon** etc.), **Adobe Photoshop**, **Spine** and **Autodesk 3D S Max** to create game assets for multiple Unity based titles and IP's, working closely with game designer and Art Lead.
- Helped develop illustrations as well as character designs for game assets.
- Assisted and trained interns, new hires and associate animator to "Core:" position.

ANIMATOR | GIMMIE GAMES (ARISTOCRAT) | DECATUR, GA | 2017-2020

- Produced engaging platform specific animations for land based and digital (mobile) casino slot games.
- Created dynamic character animations, special effects and motion graphics using software such as **Adobe After Effects** and related plugins (**Particular, Saber, Red Giant** etc.), **Adobe Photoshop, Autodesk Maya**, and **Autodesk 3D S Max** to create game assets for multiple titles and IP's, working closely with art director to meet quality standards and deadlines.
- Helped develop storyboards and concept art as well as character designs for game assets.
- Worked with enterprise scale project development tools such as **Perforce** and **JIRA**

FREELANCE ANIMATOR AND ILLUSTRATOR | ATLANTA | 2014

- Produced concept art, storyboards, character designs, and aided in developing user experiences and digital presentations for "**N3**". Clients included companies such as **Microsoft** and **Samsung**
- Produced animation, 3D models and concept design for product development companies like **Goldman Toy Group,** and **Brandimation** Conceptualizing Toys and other intellectual properties and products, as well as character design, logo and conceptual illustration for ads and package graphics. Developed Digital presentation packages for **Tellenium Communications**

STORYBOARD ARTIST / PROP DESIGNER | MTV ANIMATION STUDIOS | NEW YORK, NY | 2000-2001

Developed storyboards and prop designs for the weekly animated series "Daria"