

# MILO VANEGAS

Animation Director & AI Advocate

Email: hello@milo.art | LinkedIn: linkedin.com/in/milo-vanegas | Portfolio: www.milo.art

## Professional Summary

Creative Animation Director with over 14 years of experience in storytelling and a strong technical foundation in animation and AI. Expertise in Maya and industry-standard tools. Skilled in acting for animation, rigging, and integrating animations into gameplay mechanics. Award-winning leader recognized for innovative contributions to AR animation and game development. Currently developing a chatbot application showcasing the potential of AI-driven animation and interactive storytelling.

## 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**, Lead Developer | 2023 – Present | Projects: BERLIN HEAT (Demo), BEWARE THE BOT (App)

- Developing a chatbot app with an animated character that dynamically adjusts acting based on conversations.
- Creating extensive AI workflows for a fully remote art team.

**WORLDSPARK STUDIOS**, Animation Director | 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 (AR) | 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 | 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 | 2019 | Project: SEED - MMO

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

**SUPERGIANT GAMES**, Lead 3D Artist/Animator | 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 | 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