



Carly Kindseth

3D Animator



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About Me

I am a Los Angeles based 3D animator who specializes in character animation. I have experience working on advertisements, video game projects, and motion capture.

Work Experience



Character Animator - Monopoly Go Advertisement

Bubba's LA - Los Angeles, CA (Remote) - August 2024

- Animated cycles using Autodesk Maya's graph editor to create an easily iterated upon walk animation, saving time.
- Worked closely with the art director to match the style and vision for the project.

Bubba's LA - Los Angeles, CA (Remote) - March 2025

- pushed stylized poses and expressions of a pre-existing animation to the extreme in order to test a new character rig.
- Used my Knowledge of animation and rigging to provide feedback on what the rig needs in order to improve animation quality.
- referenced previous animated projects to keep the character on model.

Gameplay Animator/3D Generalist - Medical Project

Leucadia Therapeutics - Riverside, CA (Remote) - November 2024 - January 2025

- Created lifelike animation cycles in Autodesk Maya and integrated them into Unity.
- Worked collaboratively with a small team.
- Met with programmers and used my knowledge of gameplay animation to help troubleshoot issues in engine and brainstorm solutions.

Motion Capture Clean Up artist

Short Film - Los Angeles, CA (Remote) - March 2025

- Applied, fixed, and refined mocap animation on nonhuman character models.

Software Experience

- Autodesk Maya - 3D animation
- Unreal Engine - animation blueprint system
- Adobe Photoshop - illustration, storyboarding, concept art
- Adobe After Effects - 2D animation and video editing

Education



Gnomon School of Visual Effects, Games, and Animation

- BFA in Digital Production
- Concentration on animation and game creation