



JOHN CIMINO

3D Animator • 3D Generalist • Video Game Artist

- 📍 San Francisco CA
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- ✉ jmcimino333@gmail.com
- 🔗 Portfolio

Skills

Animation

Character animation, gameplay animation, cinematic animation, motion studies, acting & performance, gameplay systems, feature development

Design

Character Design, Environment Design, Concept Art, UI/UX art, Visual Development

3D Production

Texturing, Rigging, Lighting, Rendering, Asset Optimization, 3D Modeling

Tools

Autodesk Maya, Adobe Photoshop, Adobe After Effects, Adobe Animate, Proprietary Tools engines

Collaboration & Leadership

Mentorship, Cross-Disciplinary Teamwork, Agile Production, Feature Leadership, Creative Direction

Creative and versatile 3D Animator and Artist with 20+ years of experience spanning AAA studios, indie development, and an award-winning film. Skilled as both a specialist in animation and a generalist across character design, modeling, rigging, concept art, and tools development. Contributed to iconic projects including *Spore*, *Sims 4*, and *Happy Tree Friends*, as well as indie titles like *SpyParty* (sole artist) and *Miegakure*. Recognized for speed, creativity, and collaboration. Trusted as a feature lead, senior animator, and team player who adapts quickly to diverse pipelines and styles.

Experience

Miegakure (Indie Game) Feb 2024 - Aug 2025
Lead Animator San Francisco CA

- Animated the numerous characters for *Miegakure*, a puzzle-platformer exploring four-dimensional space.
- Modeled and textured environmental assets, collaborating closely with the game's creator to define the artistic style.
- Contributed broadly as a 3D generalist, supporting both artistic direction and technical execution in a small team setting.

Electronic Arts Jan 2021 - May 2023
Animator/Feature Lead Redwood City, CA

- Led animation features and collaborated with designers and engineers to deliver key gameplay systems for *The Sims 4*.
- Animated a wide range of characters and interactions, maintaining the franchise's signature humor and style.
- Mentored junior animators and provided feedback across the animation team, supporting consistent quality and efficiency.

Little Fan (Award Winning Short Film) Dec 2020- Dec 2021
Lead Animator San Francisco, CA

- Acted as **Lead Animator**, taking on the some of the most complex and challenging shots of the short film *Little Fan*.
- Produced the largest share of final animation, setting the standard for quality and performance style across the project.
- Collaborated with the director and team to shape character acting and timing that supported the film's storytelling, contributing to its success as a multi-award-winning festival short.

SpyParty (Indie Game) Sept 2011- Aug 2020
Sole Artist/Animator/Designer Oakland, CA

- Served as the **sole artist** on the indie game *SpyParty*, creating all 20+ playable characters and multiple environments.
- Designed, modeled, textured, rigged, and animated characters, balancing stylization with realistic performance to support gameplay depth.
- Collaborated with the game's creator over a decade to define its visual identity and pipeline, supporting a successful Steam Early Access launch with 100k+ players and critical acclaim for its art and design.

EA/Maxis - Spore July 2003-Mar 2008
Senior Animator/ Character Designer/ Concept Artist Emeryville, CA

- Animated creatures and characters for *Spore*, a groundbreaking simulation game blending procedural systems with player creativity.
- Contributed to the design and development of the **Creature Creator**, a tool used by millions of players to design and animate unique characters.
- Created animations for a wide variety of body types and behaviors, ensuring seamless integration with procedural rigging and gameplay systems.
- Designed icons, UI art, and marketing assets to support both gameplay and promotional campaigns.
- Collaborated with engineers to design and refine innovative animation tools, including first-of-their-kind systems that supported *Spore*'s unprecedented procedural creature design.

EA/Maxis - Spore Galactic Adventures and Darkspore Mar 2008-Sept 2011
Senior Animator/ Character Designer/Concept Artist Emeryville, CA

- Expanded the *Spore* franchise with two follow-up titles, focusing on new gameplay mechanics and character experiences.
- Designed and animated new characters, creatures, and environments to support both games unique creative directions.

MondoMedia (Happy Tree Friends) May 2000-Dec 2002
Flash Animator San Francisco, CA

Animated on Happy Tree Friends, one of the most popular Flash animations of the early 2000s, helping define the era of viral online cartoons.

Education

Savannah College of Art and Design Sept 1995 - June 1999
3D and 2D Animation BA in Computer Art
3.9 GPA

Animation Mentor Aug 2020-Dec 2020
3D Animation - Maya Advanced Animation Coursework