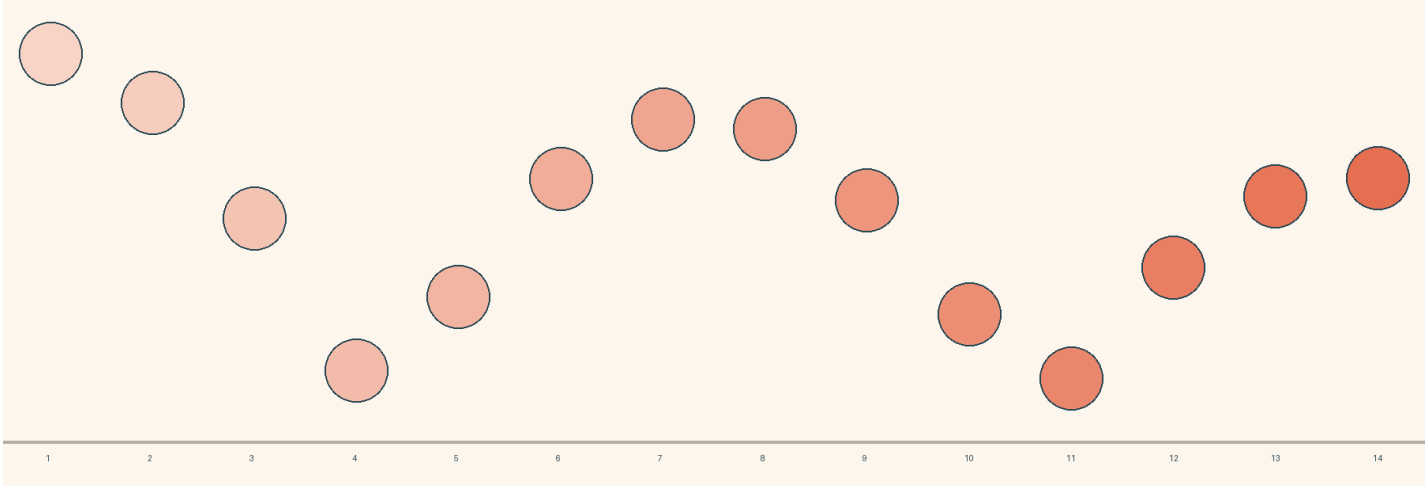
Freya Sample

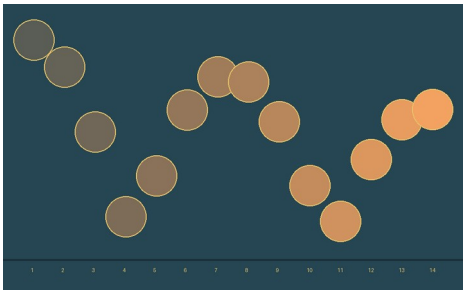
Gameplay Animator

Cambridge, UK · 07700 900188 · freya.sample@example.com · freyasample.example.com/reel · artstation.com/freya-example · linkedin.com/in/freya-example

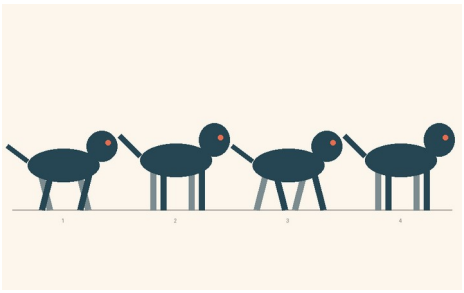
Watch my reel



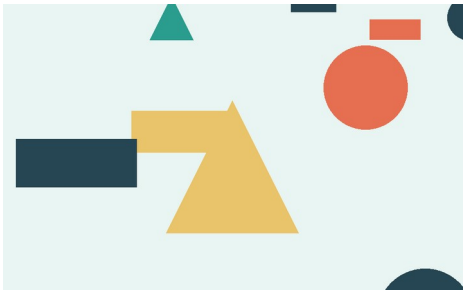
Reel 2026: 1:20 showreel: combat, locomotion, creatures



Timing study: bounce and spacing, 14 frames



Creature: four-legged walk cycle, key poses



Personality: idle and emote breakdown

Experience

Animator · **Company One, Cambridge** Jan 2023 – Present

- Created player combat and traversal animations for Game Title A, tuning timings with designers.
- Cleaned and edited motion capture for 200+ gameplay moves.

Junior Animator · **Company Two, Guildford** Sep 2021 – Dec 2022

- Hand-keyed creature and NPC animations for Game Title B (PC, Nintendo Switch).

About

Gameplay animator with four years in games. I make characters feel responsive and full of life, from locomotion and combat to creature attacks, and I work closely with designers and programmers in engine.

Tools

Maya · MotionBuilder · Blender · Unreal Engine 5 · Unity · Motion capture clean-up · Perforce

Education

BA (Hons) Computer Animation, University of Example, 2021

Full right to work in the UK

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk | Creative layout: also keep a plain version for online applications