

**Dia Hadley**

Animator

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April 2022 – June 2022

**Agora – Contract episode Animator:** Animator on Unannounced Project

Dec 2021 – May 2022

**PlayStation DZ – Contract Cinematics Animator:** Animator on Callisto Protocol

February 2022

**Primal Shape – Contract vfx film:** Animator on Apex online series

August 2021 - Nov 2021

**Sony Imageworks – Contract vfx film:** Animator on Spiderman “No way Home”

August 2021

**Black Sun Ent. Contract vfx film:** Animator on Azureus & COD mobile trailer

April 2010 – September 2021

**Gearbox Software – Full time game/cinematics:** Sr. Animator on Borderlands series: player characters and creatures.

August 2006 – October 2010

**Liquid entertainment – Full Time game/ cinematics:** Gameplay Animator for in-game combat and cinematic.

June 2005 – July 2006

**Hydrogen whiskey studios – Full time cinematics:** Animator on WWE series

**Teaching Experience**

2012 – 2018

**Adjunct faculty, Richland college**

**Software**

Maya - 3D Max - Unreal Engine 4

**Workshops (always learning)**

Animsquad: Expert

**Education**

2001 - BA., Art (emphasis in Graphic design) Tusculum college