

Dia Hadley
3D Animator
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August 2021 – Nov 2021

Sony Imageworks – Contract vfx film

Animator on Spiderman “No way Home”

April 2010 – September 2021

Gearbox Software – Full time game/cinematics

Sr. Animator on Borderlands series: player characters and creatures.

April – March 2013

AngryMobgames- Contract game

Contract Animator, Animated attacks combos, cycles and character interaction.

August 2006 – October 2010

Liquid entertainment – Full Time game/ cinematics

Gameplay Animator for in-game combat and cinematic.

December 2007

Edge of reality – Contract game

Contract Animator, animated attacks combos, and character interaction.

June 2005 – July 2006

Hydrogen whiskey studios – Full time cinematics

Animator on WWE series

Teaching Experience

2012 – 2018

Adjunct faculty, Richland college

Teach intermediate and advance animation classes on campus.

Software

Maya - 3D Max - Unreal Engine 4

Workshops (always learning)

Animsquad: Expert

Education

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