

MILO VANEGAS

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Professional Summary

Character Art & Animation Director and Technical Animation Leader with 15+ years of experience creating emotionally resonant characters for award-winning games including Hades, Transistor, and Peridot. Specialized in stylized performance, gameplay animation, rigging, and scalable character pipelines that help teams produce expressive, high-volume content without sacrificing craft. Blends artistic direction, hands-on animation, technical systems design, and emerging AI workflows to push how characters move, react, and connect with players. Proven leader of multidisciplinary teams, with a track record of developing innovative character systems that elevate gameplay feel, storytelling, and player engagement.

Key Skills

- Animation: Acting, Gameplay, Quadruped Animation, Body Mechanics, Animation Prototyping.
- Technical: Unity, UE, C#, JS.
- Leadership: Team Management, Project Planning, Creative Direction.

Professional Experience

COMPANY PICNIC, Technical Artist | San Francisco, 2025 – Present | Projects: Unannounced.

- Developed a Unity AI animation system for conversational AI with semantic performance selection, speech-state truth, and physical audio-driven procedural motion..

BEWARE THE BOT STUDIO, Founder | San Francisco, 2023 – 2025 | Projects: BERLIN HEAT

- Development of Berlin Heat, a game that leverages AI-driven animation to create dynamic character interactions.

WORLDSPARK STUDIOS, Animation Director | San Francisco, 2023 | Project: SPARKBALL

- Led the development of character animations and rigs for Sparkball, an upcoming e-sport game.
- Implemented new animation pipelines using Python tools, increasing efficiency by 50% and reducing production time by 2 months.

NIANTIC, Lead Animator | San Francisco, 2021 – 2023 | Project: PERIDOT - AR Game

- Directed the animation team for Peridot, focusing on virtual pet companionship in AR.
- Designed an innovative engine-agnostic animation system, enabling a team of 4 animators to produce over 3,000 animations, increasing efficiency by 60%.
- Mentored junior animators, fostering a collaborative and creative work environment.
- Awards: Webby Awards 2024 for Experimental & Innovation, Technical Achievement, and Media & Entertainment.

ELECTRONIC ARTS, Lead Animator | Redwood City, 2019 – 2021 | Project: STAR WARS - Mobile Game

- Led a team of 4 animators and riggers, developing the core pipeline, rendering and animation style, as well as guidelines to support overseas production.
- Collaborated with Lucasfilm to ensure authenticity and adherence to the Star Wars universe.

KLANG GAMES, Senior Animator | Berlin, 2019 | Project: SEED - MMO

- Developed character animations and contributed to the rigging system for SEED, an MMO game.

SUPERGIANT GAMES, Lead 3D Artist/Animator | San Francisco, 2012 – 2019 | Projects: HADES, PYRE, TRANSISTOR

- Led the 3D art and animation team, creating rigs, models, and animations for Hades, Pyre and Transistor.
- Collaborated closely with design and art teams to ensure animations supported narrative elements.
- Awards for HADES: Game of the Year | Game Developers Choice Awards | 2021; Best Indie Game | The Game Awards | 2021; Game of the Year | IGN, Polygon | 2021
- Award for TRANSISTOR: Spirit Award Winner | DICE Awards | 2014

Education

- MFA in 3D Animation, Academy of Art University | 2009 – 2012
- BFA in Visual Arts, Javeriana University | 2002 – 2006
- Character Design & Animation, The Animation Collaborative | 2011 – 2022