

NATALIE BUTLER

2D/3D Animation • Art • Illustration

natalie@infinite.net
<http://nataliebutler.infinite.net>



SEGA IP

- 3D character animation

Other duties on the project: Hero and enemy designs and background concepts. I also worked on smoothing the pipeline from rigging through animation.



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Super Monkey Ball Bounce

- built avatars with puppet rigs
- enemy designs
- character animation

Other duties on the project: Various UI elements, level design, all cinematics, and pegs / obstacles.



Dancing Sushi

- voice of Larry, Meep, Roro, and Salmon
- character animation
- color layout
- ink (Flash)



HTDT Trailer

- * animatic storyboard
- * color layout
- * animation
- * ink and shadow



Dragon Training Academy

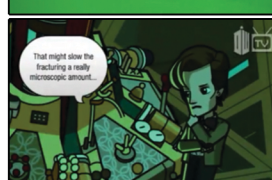
- built avatars with puppet rigs
- character animation

Other duties on the project: Backgrounds, dragon and human customizations, game assets, achievement boost and power icons.



Dancing Sushi

- voice of Larry, Meep, Roro, and Salmon
- character animation
- color layout
- ink (Flash)



Doctor Who Worlds In Time

- built avatars with puppet rigs
- character animation

Other duties on the project: Player customizations, level design, marketing banners and ads, object tiles design and build, and mini-game assets (Barricade, Social, Swordfight, Hack).



Kappa Mikey

- character animation
- ink (Flash)

Other duties on the project: I was on the polish team to finalize all in-house animation.



Dancing Sushi

- voice of Larry, Meep, Roro, and Salmon
- character animation
- color layout
- ink (Flash)