

Andrea Flores

Boston, MA • 617-708-5224 • andrea.flores217@gmail.com

[linkedin.com/in/andreaflores01](https://www.linkedin.com/in/andreaflores01)

www.andreaflores.info/

Experienced Technical Animator

Technical Animator with nearly 5 years of AAA live-service experience, bringing a collaborative approach and the adaptability to quickly embrace new workflows across any production pipeline. Notable achievements include contributing to the Fortnite Festival team, cosmetic implementation, rigging, real-time physics implementation, and providing animation support for seasonal cosmetic drops and features.

WORK EXPERIENCE

Technical Animator - Epic Games

Nov 2021 - Mar 2026

- Led Instrument Cosmetic Implementation for Fortnite Festival, ensuring consistent quality and on-time delivery across seasonal content drops.
- Facilitated Physics and Cloth Sim Implementation, contributing to polished, release-ready cosmetics that met production standards.
- Set up AnimBP driven animations for unique Instrument Cosmetics, expanding the variety and technical quality of playable cosmetics shipped to players.
- Maintained and updated existing Instrument Rigs and Templates in Maya, supporting both the Modeling and Animation teams with the latest assets.
- Collaborated with Animators to create unique Instrument Rigs, including Spline IK/FK setups for some small-creature animation. This enabled more expressive and technically complex cosmetic work.
- Supported Anim Prototyping during pre-production for the Festival Main Stage game mode, creating early band play animation tests to help the team visualize and assess future animation needs.
- Created and maintained workflow documentation to help team members onboard, reference, and stay aligned on various workflow processes and best practices.

Technical Artist - Harmonix Music Systems

June 2021 - Nov 2021

- Captured and extracted facial performance data via FaceWear, retargeting facial motion data onto pre-existing head rigs in Maya to later drive in-game lip-sync for song performance.
- Manually corrected facial poses to address retargeting inaccuracies in Maya, refining the FaceWear's retargeting output to ensure lip-sync performance matched the intended character expressions.
- Exported baked facial animation from Maya to Unreal Engine, ensuring proper set up for seamless in-game lip-sync integration.
- Polished skin weights for character outfits across various sizes, style tops, bottoms, and sneakers, and set up cloth and hair physics in Unreal Engine to achieve natural, believable movement.

3D Generalist / Intern - Lesley University + Boston Children's Hospital

Nov 2020 - Dec 2021

- Collaborated with Boston Children's hospital and teammates to put together an educational animation explaining CRISPR-Cas9 gene editing.
- Modeled and rigged DNA Strands, Core Cell components and Proteins in Maya to be used in the explainer video.

EDUCATION

Bachelor of Fine Arts in Animation and Motion Media
Lesley College of Art and Design

WORKFLOW SKILLS: Unreal Engine 4/5 | Autodesk Maya | Perforce | Shotgrid | Jira | Confluence

TECHNICAL SKILLS: Rigging and Skinning | Game Engine Implementation | Simulation & Physics Implementation | Technical Documentation | Basic Art Skills, including Animation & Modeling in Maya