Dia Hadley

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# AAA Games

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| BattleBorn · Borderlands 2 · ACM · Duke Nukem · Rise of the ArgonautsThe Incredible Hulk · THQ’s Raw vs. Smackdown |

# animation work experience

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| April 2010 – PresentPoint animator, Gearbox Software Point Animator on BattleBorn: Setting animation style on a fully hand key animation game, given direction and mentoring Jr Animators  Sr. Animator on Borderlands 2: Key-Frame and mocap animations for player characters and creatures. |
| April – March 2013Contract Animator, AngryMobgames Animated attacks combos, cycles and character interaction. august 2006 – October 2010Animator, Liquid entertainment Key frame character animation for in-game combat and cinematic. December 2007Contract Animator, Edge of reality Animated attacks combos, and character interaction. June 2005 – July 2006Animator, hydrogen whiskey studios Lip-syncing, facial and hand animations as well as motion capture animation using 3D Studio Max’s Character Studio. |

# Teaching work experience

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| 2012 – PresentAdjunct faculty, Richland college Teach intermediate and advance animation classes on campus. |

# Education

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