

# Cathy Nichols

## Information

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Rancho Santa Margarita, CA

## Proficiencies

2D Animation  
3D Animation

Maya  
Esoteric Spine

JALI  
Xsens

Unreal Engine  
Unity  
Perforce

Photoshop  
Premiere Pro  
After Effects

Jira  
Confluence  
Airtable

## A Bit About Me

Animator with 10+ years of shipping games, specializing in expressive character performance, gameplay animation, and emotionally driven acting. I love bringing characters to life—acting out scenes, pushing poses, and crafting moments that make players feel genuinely awesome. I pair strong performance instincts with deep technical experience: building pipelines, wrangling engines, solving weird animation problems, and keeping production smooth and crunch-free. My goal is always the same—make animation that feels alive, memorable, and fun.

## Experience

### Obsidian Entertainment 2013 - 2025

#### The Outer Worlds 2 | Add. Animation: Conversations | 2024 - 2025

Team Size: 9 Animators | 4 Character Tech Artists | Outsource Management

- Inherited the conversation pipeline to bring it back into scope, improving the system from Avowed while enhancing the automated pipeline to reduce animator workload.
- Directed the animation team with clear guidance and a unified artistic vision—without requiring crunch.

#### Avowed | Animation Director | 2023 - 2024

Team Size: 7 Animators | 3 Character Tech Artists | Outsource Management

- Helped create and maintain a highly customizable new Conversation System, supporting thousands of conversations, and built an automated pipeline.
- Took over from the previous animation lead and maintained deadlines, rescoping conversations, cutscenes, and gameplay to realistic timelines while preserving quality.
- Collaborated closely with JALI to improve their technology and enhance the OEI conversation system.

#### Pentiment | Animation Director | 2019 - 2023

Team Size: 2Animators | 1 VFX Artists | Outsource Management

- Built a scalable character pipeline enabling animation to be shared efficiently across hundreds of characters, establishing standards for 2D character asset creation and providing technical animation support.
- Created storyboards for key cutscenes to align project leadership on visual intent before full production.
- Collaborated closely with multiple departments to optimize in-game assets for multiple platforms
- Managed outsourcing by creating style guides and delivery packets to ensure assets were game-ready.

#### The Outer Worlds + DLC | Senior Character Animator | 2017 - 2019

- Launched the Animation Department using a new engine, establishing the animation style for the team, creating a rapid-iteration workflow, and developing an animation pipeline to share animations efficiently across multiple characters.
- Animated and implemented first and third person player, companions, NPC’s, and creature assets for gameplay.
- Collaborated with multiple departments on key cutscenes and conversations, animating emotional performances to bring characters to life.

#### Tyranny + DLC | Staff Character Animator | 2015 - 2017

- Quickly created and maintained various gameplay animation for multiple characters, while developing and supporting multiple stances for attacks, and abilities function seamlessly within robust combat suites.
- Built and expanded on Unity’s animation controllers and implemented various characters and animations directly into the Unity engine.
- Collaborated with multiple departments to implement features, maintain a large character pipeline, and troubleshoot technical issues across the project.

## Education

### Laguna College of Art and Design | Bachelor of Fine Arts | 2009 - 2013

Character Animation