

CHRIS DALEY

Who am I? (Personal summary)

An animator and designer with over 13 years of collective experience who values curiosity, growth, and joy as the key principles of my work. A big Red Sox fan, too.

What tools do I use? (Technical skills)

Autodesk Maya, animBot, Blender, Adobe CC (Photoshop, Illustrator, Premiere Pro), DaVinci Resolve, GIMP, Inkscape, Figma, Atlassian (Confluence, Jira), Unity, Unreal Engine

Where have I been? (Work experience)

Animator (Freelance) | Open Pixel Studios

Feb 2024 - Feb 2025

- Created 3D character animations (facial & pantomime) as well as prop and vehicle animations in Maya for external clients.

Animator (Volunteer) | Game Create Repeat

Jul 2021 - Feb 2022

- Produced nearly 20 keyframed 3D character animations (player character and NPC) in Blender for "[Fireflies & Figments: A Willow's Journey](#)", a vertical game slice built in Unity by an all-volunteer team and shipped within a single year.
- Gave and received feedback in bi-weekly sprint meetings and shot reviews, resulting in higher quality animations.

Animator (Freelance) | Pennantia Studios

Oct 2021 - Nov 2021

- Produced 3D character animations in Blender for an unannounced first-person shooter game built in Unreal Engine.

Experience Designer, Design Systems (Contract) | FM

Jul 2025 - Present

- Providing FM design system support, including animation token development and UI component auditing & refactoring.

Senior UX Designer | UX Designer | Fidelity Investments

Sep 2018 - May 2024

- Led strategic design vision across multiple Agile project teams for digital options research, analysis, and trading solutions.
- Supervised UX design and analysis of a core feature within a new fixed income portfolio product.

Visual Designer | Altisource

Jun 2017 - Aug 2018

- Produced high-fidelity wireframes and visual assets for digital real estate solutions.

Visual Designer (Contract) | Dassault Systèmes

Sep 2015 - Sep 2016

- Designed thousands of responsive icons and a design resource repository for SOLIDWORKS product UIs.
- Illustrated background images, profile avatars, and other assets for the "[Apps for Kids](#)" ecosystem of creativity apps.

Simulation Developer | Simudyne USA

Mar 2012 - May 2015

- Led the animation, UX design, visual design, and 3D modeling of interactive virtual simulations.

What have I done in my spare time? (Personal projects)

Director & Animator | Personal short film

Feb 2024 - Aug 2025

- Directed and animated the short film "[If I must die - A Reading](#)", an animated reading of the poem originally written by late Palestinian professor and poet Dr. Refaat Alareer.
- Film presented with an Honorary Award for Efforts in Social Filmmaking by the [2025 Activists Without Borders Film Festival](#).

What did I take out a bunch of student loans for? (Education)

Certificate, Character Animation | Animation Mentor

Sep 2017 - Dec 2018

B.S. Interactive Media and Game Development, Art Concentration | Worcester Polytechnic Institute

Aug 2007 - Feb 2012