

Jeremy Collins

Art Director

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Me

I'm a hands-on Art Director and creative leader with over 20 years of experience across games, film, and broadcast, grounded in a foundation of 3D character animation. Most recently, I've been leading the art direction on *Warcraft Rumble*, a mobile title in the beloved Warcraft universe. I bring an open, empathetic leadership style to every team I work with—mentoring artists, fostering collaboration across disciplines, and staying closely involved in the creative process from concept to execution. I care deeply about building rich worlds, memorable characters, and stories that resonate, but I'm equally mindful of how creative decisions impact KPIs and the overall product experience. I'm now looking to grow into a Creative Director role where I can shape a project's vision more holistically—guiding not just the look, but the emotional and strategic heartbeat of the game.

Experience

Blizzard Entertainment / Art Director

July 2020- August 2025, Irvine, CA

Warcraft Rumble (launched Nov 2023)

- **Led the art team from prototype through soft launch and into live service over a 7-year development cycle**, providing consistent creative leadership and team mentorship throughout the game's evolution.
- **Defined and directed the overall creative vision of *Warcraft Rumble***—from in-game visuals and animation to voice-over performance and tonal direction—anchoring the team around the guiding pillar of “joyful chaos.”
- **Acted as a cross-disciplinary creative leader**, driving alignment and quality across all Warcraft Rumble creative efforts including pre-rendered cinematics, marketing campaigns, logo design, branded merchandise, campus museum installations, campus promotional art, BlizzCon booths, and key art.
- **Served as the primary creative stakeholder for Warcraft Rumble across Blizzard**, providing final approvals on all internal and external assets to ensure brand and tone consistency.
- **Partnered closely with marketing and communications as an external-facing creative representative**, [appearing in trailers](#), promotional campaigns, interviews and [developer updates](#) to authentically represent the game's creative voice.
- **Represented Warcraft Rumble live on stage at [BlizzCon 2024](#)**, showcasing the game to the community and reinforcing its creative vision on a global platform.

World of Warcraft / Senior Animator II, Lead Animator, Art Lead, Principal Animator

July 2011- April 2018, Irvine, CA

Shipped games:

- *World of Warcraft: Cataclysm* (Patch 4.3 Hour of Twilight)
- *World of Warcraft: Mists of Pandaria*
- *World of Warcraft: Warlords of Draenor*
- *World of Warcraft: Legion*
- Animated player character races, dungeon and raid bosses, combat / movement systems, emotes, hero characters, and in-game cutscenes.

*Contributed to several unannounced incubation projects at Blizzard as animator and artist.

iAnimate.net/ Instructor, [Games Workshop 2](#)

April 2015 - Present

Games Workshop 2: Advanced Techniques instructor for iAnimate.net. Online animation mentoring and critique with students located all over the globe. Classes focus heavily on strong animation foundations in addition to technical knowledge within Maya.

Sony Pictures/ Character Animator

August 2010 - July 2011, Culver City, CA

Character Animator on **Arthur Christmas**, in conjunction with Aardman Animation.

Walt Disney Animation Studios/ Character Animator

January 2010 - August 2010, Burbank, CA

Character Animator on **Tangled**

Sony Pictures/ Character Animator

September 2009 - July 2009, Culver City, CA

Character Animator on Tim Burton's **Alice in Wonderland**. Motion capture and key frame animation.

Naughty Dog/ Cinematics Animator

May 2009 - Sept 2009, Santa Monica, CA

Cinematics animator on **Uncharted 2: Among Thieves**. Motion capture and key frame performance animation.

Sony Pictures/ Character Animator

May 2007 - May 2009, Culver City, CA

Character Animator on **Cloudy With a Chance of Meatballs**, **Open Season 2**, **Chronicles of Narnia: Prince Caspian**, **I Am Legend** and **Beowulf**

Omaton/ Character & Cleanup Animator

Dec 2004 - Feb 2006, San Clemente, CA

Character and cleanup animation for **Barnyard: The Movie**. Animated in Softimage XSI.

Various Clients/ Character Animator & 3D Generalist

Los Angeles, CA

Clients include: **Prologue**, **Logan**, **Blind**, **Syndrome Studio**, **Three Legged Legs**, **Exopolis** and **Transistor Studios**

Education

Ringling College of Art and Design/ BFA, Computer Animation

2000 -2004, Sarasota, FL

Art fundamentals / Figure Drawing / Traditional Animation / Storyboarding / Maya / Vizcom

