

### **John Getty | Owner of Exato Games Studios**

It was an absolute pleasure working with Campion on every level. He did such a great job on everything and is an extremely delightful person to work with. Everything we threw at him, from cinematography, storyboarding, visual effects, voice balancing, integration, creating trailers, managing another animator, timeline management, and of course, animation itself, were all handled exceptionally. Towards the launch of Elo Hell, Campion was doing VFX for units in Echo Star, making our elaborate sitcom intro trailer, and handling daily micro-tasks thrown his way. That kind of multi-tasking ability does not come naturally to everyone and he somehow got it all done with no corners cut or quality lost. Anything Campion does not know he learns so fast you'd literally never know otherwise. I always assumed Campion knew how to do just about everything. You'll always see a book on his table that he actively uses to improve himself and his work. He's not a yes-man and will tell you exactly what kind of limitations he and his crew can work within to get something done, but he does it with great respect and cooperation. I've never, ever gotten into a tussle with him about anything nor has he with anyone on our crew. He always seems like he's in a good mood and stays so calm about everything while being able to manage expectations and workloads. I always knew I could count on him for everything that did get thrown his way (and boy did we throw a lot of random stuff his way). He's extremely well organized. He maintains all sorts of excel sheets and charts to keep himself on track. He maintained a daily report log on our project management software, Asana, every, single, day. You want someone who holds themselves accountable to get work done? That's Campion to the millionth degree. Elo Hell could not have gotten anywhere close to where it was without him. He was an absolute keystone to the team, did the work of at least 5 people, and wherever he ends up, that team will benefit monumentally because of his extremely wide berth of skills.

### **Stephanie Paul | Art Director at Exato Games Studios**

Campion is motivated, intelligent, and always seeking to improve himself. When I brought Campion onto the team at Exato Games as an animation contractor 3 years ago I couldn't fathom how much we would need him today. His technical knowledge is deep enough that learning new tools has never hindered his efficiency. In the time I have known him he has moved up and is now our Cinematic Director. While he wears many hats (Animator, VFX, Cinematographer) the one I often appreciate most is Ally. While not a loud person, he is steadfast in use of inclusive language and efforts to make everyone feel comfortable and accepted. Campion would be a fantastic addition, and all around human, for any team.

### **Chelsea Brown | Animator at Exato Games Studios**

Campion was my lead and trained me at Exato Game Studios. We were the two animators on the team, so I got to work directly with him everyday for over a year. I have nothing but positive things to say about him. He is an incredibly skilled animator and technical artist. Any time I had a technical or creative question in Maya, Unreal, FaceFX, Smart Suit Studio, or Audacity, he would have the answer immediately or know how to find the answer quickly. He was a patient teacher, clear communicator, and a kind person to sit next to. I loved seeing the content he would create. He is responsible for some of the funniest visual moments in the game. He juggled a lot of roles outside of animation at Exato, doing VFX, promotional videos, rigging, and so much more, and he always appeared organized and never stressed. I wouldn't hesitate to recommend Campion for any role he applies to. Any team would be truly lucky to have him.

### **Mark Peasley | Department Chair & Senior Lecturer at Digipen Institute of Technology**

Campion was the TA for 2 of the classes I taught at Digipen. He excelled at 3D modeling & animation. He was also very good at troubleshooting modeling, texturing and rigging issues on other student's projects. Part of his other responsibilities was to document and write several tutorials covering in-depth methods of character rigging developed for the classroom. I would recommend him in any position that needs a strong, technical 3D artist.