

Work

Cinematic Director & Lead Animator

Exato Games | April 2016 – August 2019

Shipped Titles: Elo Hell / Echo Star

Cinematics & Animation

- Storyboarding and planning animation from scripts then realizing camera work in-engine.
- Choreographing and timing out animations in cinematics and gameplay to create storytelling moments with impact.
- Managing animation, tracking progress, in coordination with team members across departments to maintain accountability, keep track of schedules, alert to upcoming, and adapt to changing, deadlines. Working with art director and animators on operations and project management, and delivering regular progress reports to leads and management.
- Building storytelling animations for primary and secondary characters for a narrative driven game. Laying in place animation vision and style for the project. Keyframing animations as well as cleaning up motion capture, keeping in mind animation principles and timing.
- Using an affinity for showing thought through facial expressions, to create high volumes of facial animation with believable, passionate performances in each character.
- Creating unit, environment, and FX animations, with creativity, for an RTS/MoBA style game. Building blendable animations including idles, attacks, and locomotion.

Technical Art

- Becoming proficient in pipelines and processes already in place, as well as creating new ones. Self motivated to learn new tools and techniques, and staying on top of industry trends.
- Implementing animations and setting up animation blueprints/blending logic.
- Modifying auto-rig tools to fit needs for different types of game characters; adding facial elements and characterizing the skeleton and custom rig for mocap retargeting.
- Creating animation friendly rigs for RTS/MoBA game characters and bringing the final skeletons into the game engine with their animations.
- Using skills as a disciplined problem solver to script tools for animation and rigging, automating and simplifying processes.
- Researching and developing a facial animation pipeline capable of processing high volumes of facial animation through automation, and a pipeline for incorporating full body motion capture into the current animation pipeline. Both pipelines were made to work within the budget of the current project.
- Authoring the documentation of workflows in each pipeline for other team members.
- Making asset management checks to be sure documentation is up to date, and unused/out of date files are archived or deleted.

Production Artist & Director

Unsolicited Artwork | April 2013 – June 2017

Planning and creating music videos for various musicians, collaborating with each artist and bring their story a unique design and life.

Video Production Artist

WebTuner (Contract) | August 2015 - December 2015

Designing, planning, and animating product commercials, while following brand guidelines.

Skills

Software

After Effects - Flash - Maya - FaceFX - Photoshop - Premiere - Toon Boom - UE4 - Unity

Scripting/Coding Languages

After Effects Expressions - MEL Scripting - Python - C# - Unreal Engine Blueprints

Education

Bachelor of Fine Arts in Production Animation

DigiPen Institute of Technology

Python for Maya: Artist Friendly Programming

Udemy