

Campion J. Kirkham | Technical Animator

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Work

Cinematic Director & Technical 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 and choreography in-engine.
- Managing animation, tracking progress, and working with team members across departments to keep track of schedules, alert to upcoming, and adapt to changing, deadlines.
- Creating character animations for a narrative driven game, working with high volumes of facial animation and re-usable body gestures. Using a mix of keyframe animation and mocap data.
- Creating unit, environment, and FX for an RTS/MoBA style game. Building blendable animations including idles, attacks, and locomotion, along with FX animations.

Technical Art

- Implementing animations by setting up, state machines and blending logic in Unreal Engine.
- Building blueprint algorithms for VFX, gameplay animation, cinematics, and world changes set at runtime. Working with animation and engineering team members to realize the best solution for each blueprint.
- Using problem solving skills, troubleshooting and debugging systems and tools in-engine and in DCC applications.
- 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.
- Scripting new and modifying old tools in multiple scripting languages (Including MEL, Python, and Unreal Engine Blueprints) for animation and rigging to automate and simplify processes.
- Researching and developing a facial animation pipeline capable of processing high volumes of facial animation through automation with minimal cleanup using FaceFX. As well as a pipeline for incorporating full body motion capture within Maya into current animation pipeline. Documenting the steps through each pipeline for other team members.

Shaders/Materials

- Design efficient textures for use in FX. Both hand-painted and edited photos were used to create desired effect in a variety of styles.
- Creating shaders with procedural animation for FX animation. Shaders also contained parameters that could be edited and animated on an instance level within a particle effect.
- Modifying pre-made shaders to better fit desired style, or conform to technical specifications.

Production Artist & Director

Unsolicited Artwork | April 2013 - June 2017

Planning and creating music videos for various musicians including, ¡Mayday!, Sunset Company, Radio Phoenix, Wrekonize, and DJ EFN.

Video Production Artist

WebTuner (Contract) | August 2015 - December 2015

- Designing, planning, and animating commercials, to promote products while staying on-brand.
- Using Photoshop and Illustrator to create reusable art assets for use in digital promotion, printed media such as brochures, signs, and clothing, as well as single use custom ads.

Skills

Software

After Effects - Flash - Maya - FaceFX - Photoshop - Premiere - Toon Boom - UE4 - Unity 3D

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