

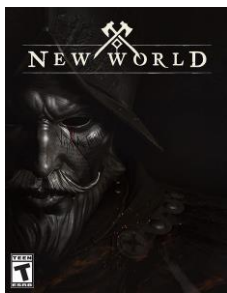
Summary

Nine years of game animation experience with multiple AAA console and PC titles. Very detailed and organized with strong technical/computer background. Experienced with keyframe and mocap animations. Professional, communicative and plays well with others. Believes that an animation isn't done until it looks and feels good *in game*.

Skills Overview

- Keyframe animations as well as motion capture clean-up, specializing in realistic motion and weight.
- Multiplayer/AI combat gameplay animations using keyframe and/or motion capture animation. Can complete full motion sets and coordinate with designer/engineer for implementation and in-game testing.
- Cinematic shots from blocking to final, including camera and layout.
- 1st person view model animations: Idles, melee, fire, reload, idle variants, locomotion, etc.
- 3rd person animations: Hit reactions, kills, taunts, emotes complete 8-way navigation sets, idle transitions, climbing, jumping, weapon attacks and reloads.
- Thrives in a creative environment that encourages cross-group collaboration/problem solving between the animators and the designers, engineers, and producers, to create the best experience for the player.
- Currently instructing Game Animation Workshop at iAnimate.net.

Work Experience



Amazon Game Studios, Irvine, CA

May 2016 – Present

Sr Animator on “[New World](#)”

- Hand key animations for 3rd person view of 8-way navigation and weapon sets, attacks, transitions, hit reactions, weapon draw/sheath, block, dodge, jump, climb, etc.
- Collaborated with designers for implementation and improving animation blending in Lumberyard Engine.
- XSens motion capture and cleanup.
- Tracked and completed JIRA tasks within sprint milestones.



Red 5 Studios, Irvine, CA

March 2015 – November 2015

Animator on “Firefall”

- XSens motion capture cleanup for in-game cinematics, from animatics to final polish (including camera layout).
- Hand key weapon sets, player abilities and biped “pets” designed to follow around player in game.
- Player Emotes motion capture cleanup.



Crystal Dynamics, Redwood City, CA

September 2014 – March 2015

Animator on “[Rise of the Tomb Raider](#)”

- Created cinematic shots from blocking to final using combination of keyframe and motion capture.
- Created performances for blending in/out of normal gameplay, between cut-scenes.
- Responsible for initial camera and layout and continued to work with designers and Art Director through final approval.
- Used proprietary tools for animation blending and creating animation graphs/trees.

Work Experience (Cont.)



Sledgehammer Games, Foster City, CA

March 2014 – September 2014

Animator on “[Call of Duty: Advanced Warfare](#)” (Multiplayer team)

- Member of multiplayer team involving weapon specific motion sets, first person animations and PvP player lobby idle animations.
- Created 1st person animations, fire, reload, navigation, etc.
- Worked with engineers and designers to incorporate new animations into game and fix bugs.



Bungie, Bellevue, WA

May 2012 – January 2014

Animator on “[Destiny](#)”

- Created 3rd person gameplay animation content including player and AI enemies. Types of animations included: emotes, hit reactions, locomotion (walks, run, turns and direction transitions) and aim/look screens.
- Animated with keyframe as well as using motion capture data.
- Cinematics motion capture clean-up and added finger animations and other details.
- Created various animations for SpecOps team (doors, ships, machines, and other objects that don't fit into gameplay or cinematics).

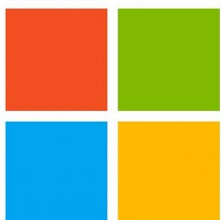


343 Industries, Kirkland, WA

July 2011 – May 2012

Animator on “[Halo 4](#)”

- Created 1st and 3rd person gameplay animation content (campaign and multiplayer) for main character and enemies.
- Animations included: hard/soft hit reactions, hard/soft kills, locomotion (walks, runs, turns, transitions), aim/look screens, evades, dives, jumps, weapon reloads (1st and 3rd person). Used motion capture and keyframe animations.



Microsoft

Microsoft Corp, Redmond, WA

April 2004 – May 2009

Lead Operations Engineer

- Led team of 10 Systems Engineers / Database Administrators to support the Display Ads Platform system for Windows Live (MSN) Operations, including over 2,500 servers in 6 separate data centers around the world, 24x7.
- Member of Leadership Team headed by the Director in our space. Participated in management and organization decisions for our group (100+ people).
- Drove org-wide projects for process and technology adoption for all of Operations.
- Responsible for interviewing and hiring new Engineers for our organization.

Education

Animation Mentor:	July 2009 – Dec 2010: Diploma in Advanced Study in 3D Character Animation
University of Phoenix:	1998 – 2000: Area of Study: Business / Information Systems
University of New Mexico:	1994 – 1996: Area of Study: Civil Engineering 1986 – 1989: Area of Study: Graphic Design / Studio Art