

Summary

Over 11 years of gameplay 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: Melee, Idles, fire, reloads, idle variants, locomotion, etc.
- 3rd person animations: Hit reactions, kills, taunts, emotes complete 8-way navigation sets, idle transitions, climbing, jumping and weapon draw/stow, fire 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.

Work Experience



The Initiative (an Xbox Game Studio), Santa Monica, CA

September 2020 – Present

Sr Animator on "[Perfect Dark](#)"

- Created hand keyed and motion capture previz/prototype animations for pre-production testing and visual target assessment while coordinating with directors, designers, and engineers on gameplay mechanics.
- Motion capture cleanup for motion matching, imported and tagged in Unreal Engine. Worked with engineer to improve AI movement.
- First-person camera prototype testing, in Maya and Unreal Engine.
- First-person interact animations (opening/closing doors, picking up objects, typing, etc.)
- First-person close-quarters combat previz and prototype animations.



Amazon Game Studios, Irvine, CA

May 2016 – September 2020

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 performance and cleanup.
- Tracked and completed JIRA tasks within sprint milestones.



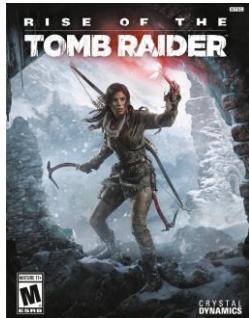
Red 5 Studios, Irvine, CA

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.

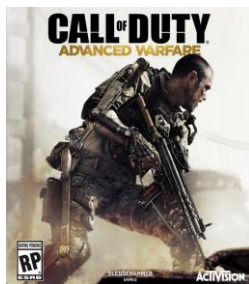
Work Experience (Cont.)



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.



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.

Open to discuss previous careers before Game Development:

- Microsoft (2000 – 2009): Lead Systems Engineer, Operations Program Manager
- Web Developer, Network Administrator, AutoCAD Drafting, photo retouching...

Education

Animation Mentor:
University of Phoenix:
University of New Mexico:

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