

OBJECTIVE

My goal is to find a challenging and exciting position as a character animator where I can grow as an artist and showcase my creativity, dedication and positive attitude.

EXPERIENCE

Yuke's LA Inc. Mar 2016 – Present

Game: Unannounced Title - Motion Editor/Assembly/Animator

- Performed full body and facial motion editing for in-game cinematics using Motion Builder.
- Ported and adjusted motion capture from old-gen to new-gen and visa versa

Counterpunch Studios, Culver City July 2015 – Aug 2015

Game: NBA2K16 - Facial Animator/Tracker

- Tracked, retargeted, and cleaned facial animation using Faceware and Maya

Yuke's LA Inc. Mar 2015 – July 2015

Game: WWE2K16 - Motion Editor

- Performed full body and facial motion editing for in-game cinematics
- Ported and adjusted motion capture from old-gen to new-gen and visa versa

Sony Computer Entertainment America, San Diego Mar 2014 - Oct 2014

Game: The Order: 1886 - Motion Editor/Assembly/Animator

- Blended motion capture animation into and out of set character poses using Motion Builder
- Created loops that would blend properly when played
- Made sure foot floor contacts were clean and created subtle finger animation

Go West Creative Group, Westlake Village Aug 2013 - Sep 2013

Company: Sonic - Freelance Character Animator

- Created hand keyed CG character animation for multiple lower-third sequences

Sony Computer Entertainment America, San Diego Mar 2013 – July 2013

Game: Killzone Shadow Fall - Cinematic Animator and Motion Editor

Game: The Order 1886 "The Pledge" Trailer - Animator/Motion Editor/Pre-viz

- Cleaned and polished motion capture animation
- Hand keyed animation for characters and props
- Created vehicle animation with characters

THQ, Agoura Hills Jan 2012 – June 2012

Game: WWE Smackdown vs. Raw 2013 - Cinematic Animator and Motion Editor

- Cleaned and polished motion capture animation for wrestling characters
- Responsible for creating cut scenes and testing in game engine on the Xbox 360 console
- Worked directly with motion capture data to sync character and prop animation using 3DsMax and Motion Builder

Hydrogen Whiskey Studios, Santa Monica June 2011 - Dec 2011

Game: Star Wars Kinect - Cinematic Animator

- Created layouts for cut scene animations
- Cleaned up and reworked motion capture animation per directors notes
- Responsible for managing a small team and meeting deadlines

THQ, Agoura Hills Jan 2011 – June 2011

Game: WWE Smackdown vs. Raw 2012 - Cinematic Animator

- Created facial animation and lip sync used for in-game animation
- Worked with attributes to create hand animation and set IK for in-game characters
- Responsible for creating cut scenes and testing in game engine on the Xbox 360 console

EDUCATION

Art Institute of California - Los Angeles (2006 - 2010)

Graduate; Bachelor of Science in Media Arts & Animation

Augusta Technical College (2003 - 2005)

Graduate; Associate of Science in Applied Technology Networking Specialist

SKILLS AND SOFTWARE

- Motion Builder
- Maya
- 3DsMax
- 3D Character Animation
- 3D Modeling
- Illustrator
- Photoshop
- After Effects

References for Daniel Kitchens

Animation Field

Christopher Clyde
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Sony Computer Entertainment America, San Diego
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