

DANIEL KITCHENS

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LAYOUT/MOTION EDITOR/ ANIMATOR

OBJECTIVE

My goal is to find a challenging and exciting position in games or film as a character animator where I can showcase my creativity and my love for animation.

EXPERIENCE

Frame Machine, Santa Monica Jan 2018 – Present

Game: Call of Duty: Black Ops IIII Zombies – Motion editor/Animator

- Motion capture clean up and character and prop animation for Zombies trailer

Game: Mortal Kombat 11 – *Assembly/Layout/Animator*

- As a shot owner, I assembled, created rough layouts, animated cameras, motion edited, animated and polished shots for games cinematics and real-time sequences.
- Researched and developed workflow and best practices for assembly and rough layout and created documents for the team to use as guides

Yuke's LA Inc.

Mar 2016 – Jul 2017

Game: WWE2K17, WWE2K18 - *Motion Editor/Layout/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/Analyzer*

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

Yuke's LA Inc. Culver City

Mar 2015 – July 2015

Game: WWE2K16 - *Motion Editor/Layout/Animator*

- Full body motion editing and facial animation for in-game cinematics
- Ported and adjusted motion capture from old-gen to new-gen and visa versa
- Programmed excel data sheets for engine integration

Sony Computer Entertainment America, San Diego

Mar 2014 - Oct 2014

Game: *The Order: 1886 - Assembly/ Motion Editor/ Animator/Pre-viz 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 animation of a bipedal robot 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 animator*

- 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 and reworked motion capture animation in Maya
- 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 using 3dsMax
- 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

References for Daniel Kitchens

Animation Field

Christopher Clyde
Animation Director
Sony Computer Entertainment America, San Diego
E-mail: Christopher_Clyde@playstation.sony.com

Marco Marengi
Animation Director
Ready At Dawn Studios, Irvine
E-mail: marco_marengi@hotmail.com

Krissie King
Co-founder
Hydrogen Whiskey, Santa Monica
E-mail: krissie@hydrogenwhiskey.com

Robert Estus
Motion Editing Supervisor
Sony Computer Entertainment America, San Diego
E-mail: restus@san.rr.com