

DANIEL KITCHENS

(310)487-4810

daniel@illanimations.com

www.illanimations.com

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

House of Moves/RESPAWN, Los Angeles

Feb 2020 – May 2020

Game: Unreleased Title - *Animator*

- Cleaned and polished character and prop animation for in-game cinematics

Sony Interactive Entertainment, San Diego

Jan 2019 - Jan 2020

Game: The Last of Us 2 - *Cinematic Animator*

- Retargeted and polished facial animation. Retimed, edited and polished full body animation with set, character and prop interactions

Frame Machine, Santa Monica

Jan 2018 – Jan 2019

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

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

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

- Cleaned and polished character and prop motion capture animation for Zombies trailer

Yuke's LA Inc. Culver City

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 vice 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 vice versa

Sony Computer Entertainment America, San Diego

Mar 2014 - Oct 2014

Game: The Order: 1886 - *Assembly/ Motion Editor/ Animator/Pre-viz animator*

- Used Motion Builder to blend full-body motion capture animation
- Full body mocap cleanup and loop creation for idle animations

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, props and vehicles.

THQ, Agoura Hills

Jan 2012 – June 2012

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

- Cleaned and polished motion capture data for in-game cinematic 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 in-game cinematics
- Edited and polished 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