

DANIEL KITCHENS

(310)487-4810

www.illanimations.com

danielkitchens@gmail.com

SENIOR ANIMATOR/MOTION EDITOR/LAYOUT

ABOUT ME:

I have over 13 years' experience working as an animator in the video game industry. Over the years, I have gained extensive knowledge of editing motion capture data in Motion Builder and Maya and have a firm understanding of key-frame animation as well as tracking, analyzing, retargeting and polishing facial animation. I am fluent in cinematic, gameplay, camera and prop animation and have some knowledge of Unreal Engine.

EXPERIENCE:

<u>NetherRealm Studios</u>	Mar 2023 – Jul 2024
Game: Mortal Kombat Onslaught – Senior Animator	
<u>Electronic Arts/RESPAWN</u>	July 2021 – Jan 2023
Game: Star Wars Jedi: Survivor – Senior Animator	
<u>Ready at Dawn</u>	Jan 2021 – July 2021
Game: Lone Echo II: VR – Senior Animator	
<u>House of Moves/RESPAWN</u>	Feb 2020 – May 2020
Game: Medal of Honor: VR – Senior Animator	
<u>Sony Interactive Entertainment</u>	Jan 2019 – Jan 2020
Game: The Last of Us P2 – Senior Cinematic Animator	
Game: Star Wars Jedi: Fallen Order – Senior Cinematic Animator	
<u>Frame Machine</u>	Jan 2018 – Jan 2019
Game: Call of Duty: Black Ops IIII Zombies – Motion Editor/Animator	
Game: Mortal Kombat 11 – Assembly/Layout/Animator/Motion Editor Pipeline Developer	
<u>Yuke's LA Inc.</u>	Mar 2016 – Jul 2017
Game: WWE2K17, WWE2K18 - Motion Editor/Layout/Animator	
<u>Counterpunch Studios</u>	July 2015 – Aug 2015
Game: NBA2K16 - Facial Animator/Tracker/Analyzer	
<u>Yuke's LA Inc.</u>	Mar 2015 – July 2015
Game: WWE2K16 - Motion Editor/Layout/Animator	
<u>Sony Computer Entertainment America</u>	Mar 2014 – Oct 2014
Game: The Order: 1886 - Assembly/ Motion Editor/ Animator/Pre-viz animator	
<u>Sony Computer Entertainment America</u>	Mar 2013 – July 2013
Game: Killzone Shadow Fall - Motion Editor and Cinematic Animator	
Game: The Order 1886 "The Pledge" Trailer - Motion Editor/Animator /Pre-viz animator	
<u>THQ</u>	Jan 2012 – June 2012
Game: WWE Smackdown vs. Raw 2013 - Cinematic Animator and Motion Editor	
<u>Hydrogen Whiskey Studios</u>	June 2011 – Dec 2011
Game: Star Wars Kinect - Cinematic Animator	
<u>THQ</u>	Jan 2011 – June 2011
Game: WWE Smackdown vs. Raw 2012 - Cinematic Animator	

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 – Completed Cisco Networking Academy Program

References for Daniel Kitchens

Animation Field

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

Marco Marengi
Animation Director
Framestore
E-mail: marco_marengi@hotmail.com

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