

## Animator

# ROBERT SMITH

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## Objective

A diverse work background, enjoy working in administration as it allows to utilize all the various skills learned during work life. Successfully managed a non-profit arts council as well as own businesses.

## Skills

Auto desk Maya, Adobe After Effects, Adobe Photoshop.

## Work Experience

### Animator

**ABC Corporation** - September 2011 - August 2012

- Setup Animation Packages, Animation Trees, and utilized Matinee and Kismet through the Unreal Editor.
- Assisted with directing mocap actors to enhance character performances using the PhaseSpace Motion Capture System.
- Acted out performances to capture cinematic scenes in-house using PhaseSpace mocap suit and supplied scene direction for the Digital Domain mocap shoots.
- Helped interview animation candidates and critiqued animations during animation dailies.
- Provided animation support for the 5 Minutes of Gameplay Demo, Captivate Demo, E3 Demo, and all animations and design mechanics for the Boss creature.
- Assisted with the creation of the core animation development pipeline by providing feedback for facial animations, in-game cinematics, and struggle modes.
- Creating Digital FX Animation for DreamWorks feature film using Maya and proprietary software.

### Animator

**ABC Corporation** - December 2007 - March 2011

- Dead Space 3 (Un-credited) Dead Space 2 (PS3, XBOX360, PC) Authored key frame Scripted Event Animations for Isaac Clarke and in-game creatures.
- Defined animation style through art direction and storyboard layouts.
- Polished Dead Space 1 characters, weapons, animated props, and creature motions.
- Teamed up with UI artists and engineers to implement unique holographic shader animations.
- Animated lip-synch animations for main player, Isaac Clarke.
- Dantes Inferno (PS3, XBOX360) Analyzed brand-new project scope, art direction, and character and creature design to assist in final key frame animation and implementation.
- Produced in-game motion sets for npc characters and minigame bosses.

## Education

Associate of Applied Science - April 2002(Ex'pression College for Digital Arts - Emeryville, CA)