

ROBERT SMITH

Animator/Co-ordinator

info@qwikresume.com | <https://Qwikresume.com>

Worked in TV/Broadcast, edutainment, multimedia and professional sports creating art and animation. Traditional trained animator, skilled in both 2D and 3D animation.

AUGUST 1998 - JANUARY 2005

ANIMATOR/CO-ORDINATOR - ABC CORPORATION

- Animation of baseball players on MLB2005 using mo-cap data and the software Motionbuilder.
- Setting up 3D scenes for front-end interface using Maya.
- Facial animation of players and coaches in Gameday 2002 and Gameday 2003 for the PS2, using Maya 4.0.
- Also tweaked characters mo-cap animations to create more realistic body movements and added things like hand gestures.
- Animated villains and other NPC characters for Mark of Kri for the PS2.
- Created walk, run, jump, death, and dead-time animation cycles, to name a few.
- Sole animator on 4Xtreme and one of two animators on Angels (both unpublished), for the PSX.

1995 - 1998

ANIMATOR - ABC CORPORATION

- Created character animation suites for pedestiran and "enemy"; AI.
- Responsible for full redesign and implementation of all character rigs.
- The new rig had to support LODing for cinematics and culling of joints at a distance.
- Responsible for development and implementation of similar LODing, fully cinematic ready, 100% joint driven Facial rig.
- Responsible for animation optimization exported environmental animations.
- Processed, cleaned, retargeted, and applied motioncapture data to enemy AI Interfaced with programmers and designers on technical and design implementation of animations R&D third party tools (Morpheme, Endorphin, Havok Behavior Tools, Havok Cloth).
- This is Dummy Description data, Replace with job description relevant to your current role.

EDUCATION

Certificate - (Joe Kubert School of Cartoon and Cinematic Animation - Dover, NJ)

SKILLS

Autodesk Maya, Pixologic Zbrush, Adobe Photoshop.