

NATHAN LAWRENCE

PRINCIPAL TECHNICAL ANIMATOR

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Personal Profile

A combination of creative and technically minded with a solid understanding and knowledge of animation pipelines. Driven by a passion for CGI and problem solving alongside an eagerness to always learn and improve skills. Recognised by others for my enthusiasm and willingness to always help with any task or problem.

History

Frontier Developments

Principal Technical Animator | April 2021 - Present
Warhammer Age of Sigmar: Realms of Ruin |
F1 Manager 2023 | F1 Manager 2022

- Assisting and supporting the animation team
- Maintaining and developing animation tools

Rocksteady

Senior Technical Animator | July 2019 - March 2021
Suicide Squad: Kills the Justice League

- Assisting and supporting the animation team
- Maintaining and developing animation tools
 - Facial pipeline
 - Creating a SQL database for tracking assets
 - Standalone batch tool
- Research and prototype new tools and techniques
- Work with outsource on streamlining workflows and tools

MPC

Animation Discipline Developer | February 2018 - June 2019
The Lion King

- Assisting and supporting the animation team
- Maintaining and developing animation tools
 - Automated geometry caching for large and complex scenes
 - Automating workflows for generating animations used in virtual production
 - Viewport presets
- Collaborating with the software department in creating and developing new tools
- Assisting and supporting the virtual production

Mikros Animation

Technical Animator | September 2017 - January 2018
Sherlock Gnomes

- Assisting and supporting the animation team
- Maintaining and developing animation tools
- Render wrangling

Creative Assembly

Technical Animator | August 2015 - October 2017
Halo Wars 2

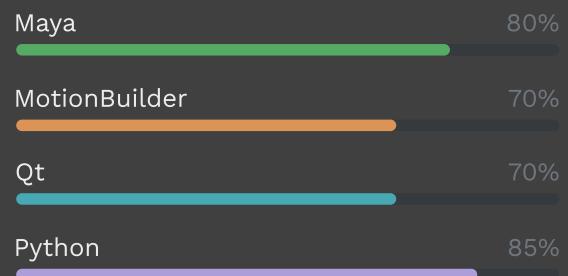
- Assisting and supporting the animation team
- Maintaining and developing animation tools
 - Unit creator for generating necessary files for an asset
 - Searchable display layers
 - Rescale tool for adjusting the size of assets and animations in game
- Rigging and skinning assets
- Implementing assets in engine
- Render wrangling

Teeside University

BA(Hons) Computer Animation 1:1 | 2011 - 2014

Software & Coding

Proficient in Maya, MotionBuilder, Python and Qt. As well as having experience building SQL databases, developing and compiling plugins for Maya and MotionBuilder, working with the FBX SDK and utilising various version control systems [Git, Perforce, SVN].



Skills

- Self-Motivated
- Strong knowledge and experience with rigging and skinning
- Efficient and Organised
- Well-practiced at conforming to PEP8 standards and documenting code.
- Enthusiastic about experimenting with new technologies and practices
- Deliver content on time and under short deadlines
- Ability to collaborate with different departments or work independently