

# Brian Burke

## Animator

Elk Grove, CA - Email me on Indeed: [indeed.com/r/Brian-Burke/acb1af34db62b54d](https://www.indeed.com/r/Brian-Burke/acb1af34db62b54d)

To create extraordinary 3D Animations in the video game industry.

## WORK EXPERIENCE

### Animator

Spark Unlimited/CAPCOM - Sherman Oaks, CA - September 2011 to August 2012

Lost Planet 3 (PS3, XBOX360, PC)

- Conceptualized creature and main player movements through protocepting to animatics; from in-game blocking to polish.
- Setup Animation Packages, Animation Trees, and utilized Matinee and Kismet through the Unreal Editor.
- Assisted with directing mocap actors to enhance character performances using 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.

### Animator

Visceral Games/EA - Redwood City, CA - December 2007 to 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.

Dante's 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.
- Provided feedback to the Character TD's on character rig passes.
- Worked with the In-Game Cinematic team to combine final shots from in-game to cinematic transitions.

Godfather 2 (PS3, XBOX360, PC)

- Quickly transitioned to Godfather development pipeline having experience on Godfather 1.
- Created unique player and npc character paired animations.
- Cleaned motion capture data and added key frame animations on player and npc in-game motions.

Dead Space (PS3, XBOX360, PC)

- Produced unique creature animations inspired and influenced from creature animations in motion picture films.

- Authored compelling paired animations for scripted event sequences for Isaac Clarke and multiple creatures.
- Key frame animated the Final Boss and worked with fellow animators to create the Final Boss battle motion set.
- Animated Drag Tentacle and Isaac Clarke scripted event paired animations.
- Posed Isaac Clarke and Necromorphs in Maya for the front cover issues of "Hardcore Gamer" and "XBOX360" magazine.

## **Animator**

Visual Concepts - Novato, CA - November 2006 to September 2007

All-Pro Football 2K8 (PS3, XBOX360)

- Cleaned and edited motion capture data for tackles, passes, QB drop backs, wide receiver sprints, post-play, and touchdown dance animations.
- Created wide receiver and quarterback blend animations in Maya for smoother animation transitions.

NBA 2K8 (PS3, XBOX360)

- Created animation tests using updated motion capture edit rig and provided critical feedback for further character adjustments.
- Cleaned and edited old and new motion capture data for dunks, passes, free throws, jump shots, post-play, dribble loops, blocks, and huddle animations.
- Added new hand poses and produced key frame hand animations on all motion capture data.
- Developed facial animations for Bobbito Garcia, the Sprite Slam Dunk Contest announcer using key frame animation.

## **Animator**

Electronic Arts - Redwood City, CA - April 2005 to September 2006

Sims 2 Pets (PS2, GAMECUBE, PSP, NINTENDO DS, GAMEBOY ADVANCE, PC)

- Created dog, cat, and human social interaction animations using key frame animation.
- Modified and cleaned existing pc animations ported for the console animation team.
- Worked closely with the engineers by performing key frame animations to test out new console rig.

The Godfather (PS2, XBOX, PSP, PC, XBOX360)

- Created living world character animations using Motion Capture and Key frame animation.
- Created over 1000+ cloth animations on all "in game" characters.
- Worked with the Cinematic Team on all cloth simulations for all cinematics throughout the game.
- Animated lip-synch animations on all in game character interactions.

## **EDUCATION**

### **Associate of Applied Science**

Ex'pression College for Digital Arts - Emeryville, CA

April 2002 to October 2003

## **LINKS**

<http://www.burkesreel.com>

<http://www.linkedin.com/in/burkesreel>

## **ADDITIONAL INFORMATION**

## **SKILLS**

- Highly trained and proficient in Maya (v. 3.0 - 2012), Motionbuilder, Perforce, and Unreal.
- Able to work in a range of animation styles including realistic, cartoony, and surreal genres.
- Specialist in full body character and creature animation and facial lip-synch with a clear understanding of the fundamentals of traditional animation.
- Skilled in low-poly modeling, lighting, rigging, and texture creation and UV-mapping.
- Extensive knowledge in Adobe Photoshop, Illustrator, After Effects, Premiere, Flash, Microsoft Word, Excel, and Outlook.
- Excellent team player with clear communication and clean organization skills.
- Strong understanding of the importance of deadlines and the creation of high quality animation in a timely manner.