

Jimmy Chen

307-259-6080 ||| Jimmychen7089@gmail.com ||| [LinkedIn](#) ||| [Demo Reel 2024](#)

EXPERIENCE

Superseed Studios (May 2024 - June 2024)

Animator (Contract)

- **Avowed (2024) (To be Announced)**
 - Collaborated with other animators, designers, and programmers to provide and receive feedback, ensuring alignment and quality across the project.
 - Animating lip sync for a diverse cast of stylized characters using Joli and hand keyed animation in Unreal Engine.
 - Maintained believable performances as it pertains to body and facial animations combined.

High Moon Studios (Activision/Microsoft) (May 2022 - March 2024)

Gameplay/Scripted Animator

- **Call of Duty: Black Ops 6 (2024) (To Be Announced)**
 - Worked closely with AI and gameplay programmers to ensure seamless integration and flow of animations with game engine's Animation State Machine.
 - Implemented and debug Scripted and AI animations through proprietary Animation State Machine and game engine for gameplay animations.
 - Pre-planned and executed character animations using motion and performance capture technology to deliver high-quality results.
 - Animated and delivered Scripted animation scenes from mocap cleanup to final polish.
- **Call of Duty: Modern Warfare 3 (2023) (Shipped)**
 - Developed and fine-tuned scripted and AI animations using Call of Duty's game engine to ensure smooth and engaging gameplay.
 - Previsualized and delivered character animations for motion and performance capture.
 - Animated and delivered Scripted animation scenes from blocking to final polish.
- **Call of Duty: Modern Warfare 2 (2022) (Shipped)**
 - Animated and delivered scripted animation scenes from raw mocap to final polish.
 - Implemented and debugged AI Animations through Call of Duty's game engine.

Michigan State University (January 2022 - May 2022)

Teachers Assistant - Advanced 3D Animation

- Provided one-on-one guidance and feedback to students on technical aspects of animation, rigging, and game engines using industry-standard software such as Autodesk Maya, Unity, and Unreal.
- Demonstrated advanced techniques and best practices to students in character animation and game design, fostering a creative and collaborative learning environment.
- Assisted in the development and evaluation of course curriculum, assignments, and projects, ensuring alignment with industry trends and standards.

SKILLS

- JIRA and Shotgrid (Expert)
- Motion Capture Clean up and Keyframe Character Animation (Expert)
- Perforce (Expert)
- Maya (Expert)
- Unreal Engine Animation Blueprinting (Proficient)
- Motionbuilder (Proficient)

EDUCATION

- Michigan State University (East Lansing, MI)
 - Games and Interactive Media, B.A. with Game Design Minor (Graduated May 2022)
- AnimSchool (Graduated March 2024)