

Sterling Reames

Lead Technical Animator (remote)

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I've worked with amazing teams on projects played by a 150+ million people around the world. I'm looking to utilize my extensive production experience working in distributive development teams and apply it to a producer or project management role. It's my job to take task managing off of everyone's plate, create a concrete plan and reduce the overall stress of the team so everyone can make great games. If your team is ready to take this step with me, let's talk!

Experience

2018/06 - present

Lead Technical Animator (remote)

Funkitron Inc. - Relic Chasers (Mobile - iOS/Android Beta)

Key Contributions

- Boost retention metrics 20% with high quality animations and product polish.
- Transform character pipeline on a live game without disrupting current player base experience.
- Delegate tasks and provide feedback to hit project milestones and goals on a consistent basis

2016/07 - 2018/06

Lead Technical Animator (remote)

Bit Fry Game Studios, Inc - Unannounced (AAA Console - Mobile)

Key Contributions

- Assist CPO in managing production to meet business needs and secure high profile investors.
- Create a flexible character pipeline to meet dynamic business needs.
- Script complex animation systems in UE4 to create high quality prototypes.

2013/07 - 2016/07

Sr. Technical Animator

Proletariat Inc. - World Zombination (Mobile - iOS/Android), Streamline (PC)

Key Contributions

- Lead and create animation, fx and character pipelines to reach content/feature goals for launch and beyond.
- Budget animation resources according to design specifications and periodically communicate content status.
- Develop marketing videos used in social media and App Stores.

2013/03 - 2013/07

Freelance Technical Animator (remote)

Juice Box Games - Honorbound (Mobile - iOS/Android)

Key Contributions

- Worked closely with the CEO, CTO, and art director to build a 2D character pipeline to handle 200+ characters on a tight budget.
- Wrote documentation to help guide team for the remainder of the project after the pipeline was in place.
- Rigged/Animated and created FX on first batch of characters to be used as examples for prototyping and production.

2010/09 - 2012/10

Sr. Animator

Zynga Inc. - Indiana Jones Adventure World (FB), Cityville (FB)

Key Contributions

- Build and maintain character pipeline to keep production team lean and reduce overhead.
- Lead character 3D creation by modeling, texturing, rigging, animating, and implementing assets in cooperation with designers, programmers, and the art director.
- Mentor and lead animation team in reaching a high quality aesthetic within each given milestone.

2008/11 - 2010/09

Animator

Conduit Labs - Music Pets (FB), Loudcrowd.com (Web)

Key Contributions

- Choreograph and animate interactive music videos using proprietary tools.
- Craft character pipelines to achieve allotted budgets and timelines for each project.
- Rig/Animate characters in concert with the art director and lead programmers to meet project goals.

Education

2006/06 - 2008/05

Full Sail University

B.S. in Computer Animation - Valedictorian

Skills

- Game Development** - Well versed in launching games with Unity and Unreal Engine.
- Communicate Effectively** - Able to delegate and communicate in a remote work setting over multiple timezones.
- Organized** - Experienced with waterfall and agile production methodologies and tools.
- Scrum Master** - Understand the importance of running daily checkins and/or standups to hit milestones.
- Leadership** - Mentor teammates with more experience and less experience during the course of production.
- Data Driven** - Ability to apply metrics to find problem areas and effectively prioritize production schedules.
- Production Experience** - Can handle high pressure productions with tight deadlines and budgets.

Software

- Autodesk Maya
- Unreal Engine
- Unity
- Adobe Photoshop
- Adobe After Effects
- Spine 2D
- Adobe Animate

Production Tools

- Perforce
- Jira
- Basecamp
- Trello
- Microsoft Excel - Word - Powerpoint

References

References available upon request. Thank you for your time and consideration!