

LEI YANG

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PROFILE

- Lead Animator with 15+ years of AAA game development experience, including multiple shipped *Call of Duty* titles
- Proven expertise in AI animation systems, motion capture direction, and animation pipeline design
- Strong leader of distributed teams, mentoring animators across international studios to deliver high-quality results
- Blends realism with cinematic impact to create immersive, responsive, and memorable gameplay experiences
- Highly technical, with deep proficiency in Maya, MEL scripting, rigging, and game engines

EXPERIENCE

2021 – 2025

INFINITY WARD, WOODLAND HILLS, CALIFORNIA

LEAD AI ANIMATOR

PROJECT : CALL OF DUTY: MODERN WARFARE II

PROJECT : CALL OF DUTY: MODERN WARFARE III

- Directed animation pipelines for gameplay NPC behaviors to meet AAA quality standards
- Supervised and developed a team of 5 animators (3 in Los Angeles, 2 in Poland), elevating artistic quality and technical efficiency
- Partnered with design and engineering teams to deliver realistic AI behaviors and immersive combat experiences
- Redesigned AI combat loop and reaction systems, improving NPC responsiveness and overall player immersion
- Oversaw motion capture shoots, capturing authentic military performances and streamlining asset integration
- Owned animation systems for all soldier and civilian AI, ensuring consistency and gameplay readability

2019 – 2021

ROGUE INITIATIVE STUDIO, LOS ANGELES, CALIFORNIA

CONTRACT LEAD ANIMATOR

PROJECT : UNANNOUNCED GAME PROJECT

- Designed and maintained animation pipelines, including rigging, skinning, and tool development, to streamline production workflows

- Led animation team remotely across multiple locations, providing mentorship, feedback, and direction to ensure alignment and quality

PROJECT : UNANNOUNCED MOVIE PROJECT

- Created Previz shots based on director's vision
- Created rigs, skinned mesh, and produced animations

2017 – 2019

SUPERFINE GAMES INC, DELAWARE

CO-FOUNDER

PROJECT : TINY SHEEP AR

- Created animation pipeline and assets for Unity

2016 – 2017

LEBUSISHU FILMS CO,.LTD, CHINA

VFX SUPERVISOR

PROJECT : GUNS AND KIDNEYS

- Planned and executed VFX shots to the director's vision
- Managed VFX team for onsite data collection and back plate shots
- Supervised post production VFX shots

2004 – 2015

INFINITY WARD, WOODLAND HILLS, CALIFORNIA

SENIOR ANIMATOR

PROJECT : CALL OF DUTY: INFINITE WARFARE

PROJECT : CALL OF DUTY: ADVANCED WARFARE

PROJECT : CALL OF DUTY: GHOSTS

PROJECT : CALL OF DUTY: MODERN WARFARE 3

PROJECT : CALL OF DUTY: MODERN WARFARE 2

PROJECT : CALL OF DUTY: MODERN WARFARE

PROJECT : CALL OF DUTY 2

- Contributed AI, cinematic, and vehicle animations across five major *Call of Duty* titles, from *Call of Duty 2* through *Infinite Warfare*
- Vehicle rigging and skinning
- Led development of dog 'Riley' animation assets, a signature gameplay feature, collaborating with one other animator on design, creation, and implementation
- Drove the design and creation of snowmobile animation assets, ensuring gameplay integration and polish
- Owned creation and implementation of animation assets for the level "The Coup," driving cinematic impact
- Spearheaded the "Pointe Du Hoc" massive beach invasion scene for the E3 showcase, delivering a high-visibility feature under tight deadlines