

Resumé

JONATHAN MOYES B.F.A. 3D Character Animator

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Skill Set

- specialize in TV, Feature Previz, Game Cinematic/NIS/ingame art
- skeleton rigging, mocap cleanup, some mel scripting, video editing & compositing
- exporting/implementing ingame/NIS game art for PS2, XBOX, Game Cube + PC
- amateur acting experience - 5+ plays and a few dinner theatre shows too.

Work History

Image Engine (Oct 09, Contract) (Feb 08 - Apr 08, Contract)

- Film Postvis Animator** - Twilight: Eclipse (2010)
- Film Previs Animator** - Night at the Museum 2, and Dragonball

Electronic Arts Canada (Apr 08 - Aug 09, Contract)

- Animator** - Fight Night 4 - mocap animating and implementing NIS sequences
- Animator** - FaceBreaker/EA Active- keyframed actions using Motion Builder 7.5

Threewave Software (Nov 06 - Feb 08)

- Senior Animator** - Wolfenstein - on 1st person shooter using Max7. Worked with programmers using Half Life 2 and Doom3/Quake 4 engines. Exported art and edited model definition files to facilitate implementation.

Frantic Films (Aug 06 - Oct 06 , Contract)

- Film Previs Animator** - Fantastic Four Part 2 - Animated using Max 8/Maya7

Relic Entertainment (Feb 06 - Aug 06, Contract)

- Animator** - Warhammer -Dawn of War-Dark Crusade - Used engine tools to design motion trees. Skeletoned, rigged and keyframed ingame characters

Vancouver Film School (Mar 05 - Feb 06. Contract) (Apr 00 - Dec 00)

- 3D Animation Super** - responsible for instruction, curriculum, and student films
- 3D Modeling Instructor, and Production Mentor**

Nitrogen Studios (Jan 04 - Feb 05)

- Animator** - God of War - Keyframe animation NIS/cutscenes + previs - PS2

Radical Entertainment (Oct 00 - Aug 03)

- Lead Animator** - Dark Angel - 15 minutes of NIS using mocap & keyframes
- Lead Animator** - Dark Summit - pre-rendered game trailer
- Senior Animator** - CSI - co-developed cinematic art to budget/artistic needs
- Animator** - Simpsons:Hit & Run - animated, rendered & composited cinematics
- Animator** - The Hulk - Animated & exported 28 NIS - PS2, XBOX & PC

Mainframe Entertainment (May 95 - Apr 00)

- Supervising Animator** - Scary Godmother TV promotional
- Supervising Animator** - Weird-Ohs - 3 TV episodes. Co-directed episode 11
- Senior Animator** - Reboot - season 3 & Beast Wars season 2

Software

- 3dStudio Max v.7, Character Studio 7.5, MotionBuillder, Maya 7.0, SoftlImage XSI, AfterFX, Premiere, Photoshop, Perforce.

Education

Ed Hooks " Acting for Animators Class" (05)

Sheridan College (94 - 95) -Computer Animation Post Diploma

Nova Scotia College of Art (NSCAD) (91-94) BFA & Graphic Design Diploma

References

available on request