## **Brandon Yates**

## **Animator**

321-458-3270 yatesanimation@gmail.com

Skills Programs

Body Mechanics Motion Capture Maya Adobe Flash/Animate

Cinematics Gameplay Animation Motion Builder Adobe Photoshop

Facial Animation Retargeting Unreal 4 Unity

Creature Animation Rigging Jira Confluence

## **Work Experience**

Arkane Studios – Austin: Unannounced Project

October 2019 – Current

• Gameplay Animator responsible for creating believable stylized Gameplay Animations, and managing the animations in Unreal 4.

Hi Rez Studios: Rogue Company

October 2018 – October 2019

• Gameplay Animator responsible for creating realistic natural animations. Some animations are keyframed, and others are motion captured. Leading Hi-Rez into their motion capture pipeline.

House of Moves: Mortal Combat 11, Just Cause 4

November 2017 – October 2018

 Working on multiple projects as a Gameplay and Cinematic Animator. Layering keyframed-keyed animation on motion-captured data to achieve a AAA polished look.

Sony VASG: Days Gone

April 2017 – October 2017

• Cinematic Animator responsible for animating body with motion capture data, to the actor's performance. Responsibilities included body animation, and excluded facial animation.

House for Moves: Injustice 2

November 2016 – February 2017

• Cleaning up motion capture data as a Gameplay Animator using advanced Motion Builder techniques to push animations to AAA quality.

Paint Savvy Caricature Artist

December 2015 – October 2016

• Going to events and creating caricatures of people at a very fast pace.

Tejada Solutions: Game Animator

February 2015 – August 2015

• Cleaning up motion captured animations, and pushing them further. Applying the motion capture to game characters. Prepping the animations in Unity for the programmer.

Echo Bridge: Axe Cop and Major Lazer

January 2015 – May 2015

• Responsible for the final look of the animations. Solid drawings with correct colors. Animating characters in-between their key poses.

## **Education**

• Full Sail University: Bachelor of Computer Science

2011 - 2014

www.yatesanimation.com