

Liam Reynolds

Email: liamreynolds1990@gmail.com

Portfolio: www.liamreynolds.co.uk

Mocap Gameplay: <https://vimeo.com/140282336>

Hidden Agenda Cinematics: <https://vimeo.com/245523238>

(password: mocap)

More gameplay and cinematic work available upon request

Skills

Creative and artistic with a great eye for detail and error

Can work under pressure and keep to tight deadlines with a strong skill for problem solving

Adaptable and willing to learn or take on any duties to ensure completion of task

Polite, willing and punctual with strong teamwork skills

Communicates well with others with the ability to undergo tasks with minimal supervision

Software

Maya, Motionbuilder, 3DS Max, Biped, Morpheme, Unreal Engine, Photoshop, Flash, OptiTrak Arena and Adobe Premiere

Experience

Animator

Infinity Ward, USA

September 2018 – Present

Projects:

Animator

Supermassive Games, UK

February 2014 – September 2018

Projects: *Bravo Team (PSVR)*, *The Inpatient (PSVR)*, *Hidden Agenda (PS4)*, *Until Dawn (PS4)*, *Tumble VR & Until Dawn: Rush of Blood (PSVR)*, *Unannounced Title*.

Creating gameplay animations using motion capture data or keyframe for humans and creatures as well as implementing them into the animation network and in-game. This includes combat, performance, 3rd person action, interactions, player locomotion, AI behaviour and full character sets

Creating cinematic sequences with the use of motioncapture or keyframe. Including camera work, layout, editing and character animation. This also includes facial animation, props, environments and creatures.

Creating prototype animations for test cases such as responsiveness, ideas, design and new animation sets.

Responsible for creating, exporting and maintaining animations throughout the project. This includes game functionality, implementation, iterating or reworking animations for feel, responsiveness, general fixes and improvements.

Creating different emotional/injured states for animations to add subtlety and character. Includes creating and implementing the animation network.

Using Morpheme to create and design animation networks for the player, AI and boss battles.

Pre-visualization of gameplay sequences and cinematics for pitching and development.

Responsible for defining the entire animation set and personality of specific characters in Rush of Blood & Tumble VR as well as ensuring quality and overall experience.

Maintaining seamless animation transitions between locomotion, interactions and cinematics.

Collaborated in creating new tools and systems to improve quality and ease across the animation team.

Working with programmers and design to push the gameplay experience and develop brand new cutting edge gameplay mechanics.

Creating and editing facial animation performances with keyframe or mocap

Experience working with Virtual Reality. Defining new pipelines and workflows to produce the best player experience in VR

Motion capture editing involves placement, stitching, blending, cleaning up, editing and enhancing with hand-key.

Freelance Animator

Pipe Dreams Productions, UK

November 2013 – December 2013

Projects: Snuggle Paris TV Commercial

Keyframing performance based animations in-line with the storyboards

Attending daily critique sessions with the lead animator and addressing changes in a timely manner.

Junior Animator

Frontier Developments, UK

May 2013 – November 2013

Projects: Zoo Tycoon (Xbox One)

Keyframing gameplay animations for a range of creatures from planning to final.

Responsible for exporting and implementing each animation into game. This includes testing the animations in-game and solving any gameplay or technical issues.

Working to the same schedule as senior members, this also includes the same responsibilities and ownership.

Attending daily critique sessions with the animation team to improve work quality.

Working with programmers to finesse gameplay animations.

Intern Animator

Guerilla Games, UK

January 2013 – March 2013

Projects: Killzone Mercenary (PS Vita)

Cleaning up raw motion capture data with OptiTrack Arena tools and Motionbuilder.

Attending in-house motion capture shoots.

Keyframing gameplay and cinematic animations.

Delivering high quality cleaned up motion capture to the rest of the team.

Freelance Animator

Roninfilm, CA, USA

May 2011 – July 2011

Projects: Spiders 3D (Film)

Keyframing creature animations based on the animatics/storyboards and directors vision.

Maintaining consistent contact with the director and cg supervisor through email and Skype to receive feedback and address changes.

Keeping shot continuity with other animators and maintaining a consistent quality and style throughout.

Working to very tight deadlines so the film will be released on time.

Adapted and learnt new skills that were needed during feedback sessions to improve the quality of work and production.

Education**BA (Hons) 3D Digital Animation**

University of Hertfordshire

2013

First-Class Honors (1st)

Interests

Movies, Drawing, attending animation events and master classes and traveling.

References

Nick Rodgers, Head of Animation at Frontier Developments, nick@nick-rodgers.com

Dan Lauer, CG Supervisor at RoninFilm, danimateit@gmail.com

Amrit Bajwa, Lead Animator at Supermassive Games, amritbajwa@gmail.com
