



Ryan Maesen

3D Character Animator

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WORK EXPERIENCE

2018-04 2018-10

Senior Animator

Warner Bros. Games, SF

Upcoming title: Harry Potter: Wizards Unite

I used animation-ready characters and using hand-keyed animation and mo-cap data, I created character animations for Harry Potter: Wizards Unite. My job was to keeping characters true to their personalities and characteristics as depicted in the books and movies. More information will be made soon.

2016-02 2017-12

CG Animator

MZ (Machine Zone)

Released Titles:

Mobile Strike

Game of War

Final Fantasy XV: A New Empire

I created high quality 3D ads and commercials to showcase the current and upcoming mobile games. I contributed to promotional trailers, commercials, and static marketing collateral. My goal was to creating high quality animations for a diverse set of content, from humanoid to creatures and vehicles. I worked closely with Technical Artist to troubleshoot rig or skin related issues. I collaborated across the CG team to deliver high quality videos that meet fidelity and design expectations. I also worked with a highly talented team of artists, composers, animators, effects artist, and engineers to create our visions for cutting edge visual marketing. We produced multiple projects in a fast-paced environment.

2015-10 2016-01

Digital Asset Administrator & Sound Asset Administrator

Lucasfilm, Ltd

Title: Star War: Rogue One (Film) 2016

I worked with the production team to receive, categorize & archive top priority files associated with Lucasfilm & Rouge One. I created accountability reports for management. Using Excel, I create spreadsheets to effectively categorize all information regarding each asset. I created a database to present assets to the production team. I was also the contact person for audio requests for licensed products for toys, commercial ads and television.

2012-10 2015-10

Lead Animator

Redacted Studios LLC

Shipped Title: Afro Samurai 2: Revenge of Kuma (PC, Xbox One, PS4) 2015

At Redacted Studios, I managed Animators to stay on model with our look and style of animation. I directed 3D animations used for cutting edge mobile games. With the Producer, we planned scenes, character movement and visual direction. I animated 3D characters in cinematic scenes. I created 2D graphics used for concept and in-game assets. I contributed directly to project design and development. I also provided quality assurance of all creative deliverables and contributed to the development of the Studio's quality of standards.

2010-08 2010-12

Animator

Crystal Dynamics

Shipped Title: Tomb Raider (Xbox 360, Playstation 3) 2013.

I animated realistic movement on Lara Croft as well as many of her deadly enemies. I followed Animation Leads direction to create high quality in-game character animations. I worked closely with the Art Director as well as design, animation and audio leads to improve readability of visual storytelling. I balanced quality with efficiency when working under tight deadlines. I also followed and maintained pipelines and technical requirements.

2010-04 2010-09

Cinematic Animator

Namco Bandai Games

Shipped Title: Splatterhouse (Xbox 360, Playstation 3) 2010

I was a Cinematic Animator and created compelling cut scenes with excellent pacing, acting, and timing used for in-game animations. I worked with the Animation Team and Animation Lead to create animations used in cinematic cut-scenes as well as many in-games character animations. I created multiple in-game animations for enemies' attacks and hit reactions. I constructed animatics which effectively developed the pacing and tone of the cinematic sequences through the use of storyboards, temporary motion data, audio samples and 2D/3D content. I also crafted compelling scene layouts, actor and camera staging (with motion and pacing) which complement the story.

EDUCATION

2009 2009

Pixar Animation Studios

3D Character Animation classes with Michal Makarewicz

2005 2007

Academy of Art University

3D Animation

2002 2003

Vancouver Film School

3D Animation