



Ryan Maesen

3D Character Animator

San Francisco, California

+16507664676

ryanmaesen@gmail.com

www.linkedin.com/in/ryanmaesen

www.RyanMaesen.com

Animator / MoCap Specialist

2K Games 2019-2020

Shipped AAA Titles: NBA 2021, WWE 2020 and more.

I was Animator working on WWE 2020. There are a lot of awesome characters using a lot of big-contact interactions with other characters. I am creating high-impact animations that highlight Superstars and their signature moves. I'm using MotionBuilder and working with motion-capture data to fine-tune the moves to feel as hard hitting as the "real thing".

I also worked as a MoCap Specialist for NBA. I worked on multiple parts of the animation pipeline in the Mocap Studio. I processed data to create hi-quality animated characters, cameras and props.

Animator

Warner Bros. Games, SF

Mobile Title: Harry Potter: Wizards Unite 2019

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.

CG Animator

MZ (Machine Zone) 2016-2018

Mobile 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.

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.

Lead Animator

Redacted Studios LLC

Shipped AAA 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.

Animator

Crystal Dynamics

Shipped AAA 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 my Animation Leads direction to create high quality in-game character animations. I worked closely with the Art Director to improve readability of our visual storytelling. I balanced quality with efficiency when working under tight deadlines. I also followed and maintained pipelines and technical requirements.

Cinematic Animator

Namco Bandai Games

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

I created compelling cut-scene animations focused on excellent pacing, acting and timing. 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 overall story.

EDUCATION

Pixar Animation Studios

3D Character Animation classes with Michal Makarewicz at Pixar

Academy of Art University

3D Animation

Vancouver Film School

3D Animation

My animation reel can be seen here:

www.RyanMaesen.com