

Ivan Lancaster

Character Animator

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Objective

To work as a character animator in a creative team, and to learn and grow as an artist.

Work Experience

Monolith, Kirkland WA, USA (*WB Games Studio, PC and Console, www.lith.com*)

Artist/Animator (Apr 2013 – current)

Responsibilities:

Worked with Design, Engineering, Audio, Cinematics and Animation teams to add in-game presentations to upcoming next-gen title *Shadow Of Mordor* as part of the Realization team. Cleaned up Mocap on bipeds and exported into game engine. Created facial animation on a range of humanoid characters. Created in-game cameras and presentations that adhere to a cinematic language, using camera behaviours, animation keystings, and game database records. Established animations, records and systems, alongside UI and Engineering, to present the Nemesis System in a game menu.

Glu Mobile, Kirkland WA, USA (*iOS/Mobile Gaming, www.glu.com*)

Animator (Apr 2012 – Nov 2012)

Responsibilities:

Rigged and adjusted skin weights for various rigs including birds, quadrupeds and bipedal creatures. Keyframe animated entire character sets for pre-production on unreleased first-person fantasy game. Animated in-game assets for future *Deerhunter* expansions and releases. Developed prototype art for future reskinned *Dragon Storm* releases.

The Amazing Society, Issaquah WA, USA (*Web-based Games Studio, www.amazingsociety.com*)

Associate Animator (Jan 2012 – Apr 2012)

Responsibilities:

Keyframe animated complete characters, including movement, social emotes, combos, supers, item interaction, and special moves for post-release content for *Super Hero Squad Online*. Retargeted and adjusted existing animation clips onto new characters in conjunction with CAT rigs and proprietary tools. Added content to game build using Unity game engine. Participated in and reviewed gameplay design for new characters and content.

ArenaNet, Bellevue WA, USA (*MMO Games Studio, www.arena.net*)

Animation Intern (Oct 2010 – Oct 2011), Animation Contractor (Oct 2011 – Dec 2011)

Responsibilities:

Animated combat, movement, emotes, and loops, on creatures, playable characters, NPCs, ambient life, and cinematics using keyframe animation for upcoming title *Guild Wars 2*. Cleaned up and polished motion capture footage for playable characters, NPCs, and in-game cut scenes.

Mapability, Perth, Western Australia (*3D Animation and Visualization Studio, www.mapability.com.au*)

3D Generalist (May 2006 – Dec 2009)

Responsibilities:

Designed and created professional 3D presentations for mining, oil & gas, engineering and product design sectors. Worked individually and in teams on storyboarding, layout animatics, modeling, texturing, basic rigging, animating camera, animating dynamic FX and materials, lighting and rendering, compositing, authoring presentation, and publishing. Delegated tasks, trained new staff, met with client executives and managers throughout production pipeline.

Education and Qualifications

USA Qualifications

Diploma of Advanced Animation, Animation Mentor (2010)

International Qualifications

Diploma of Screen (Animation), SAE College, Perth, Australia (2007)

Bachelor of Arts (Multimedia), Curtin University of Technology, Bentley, Australia (2005)

Software Proficiencies

Autodesk Maya

Autodesk 3ds Max & CAT

Autodesk MotionBuilder

Adobe Photoshop

Adobe After Effects & Premiere

Adobe Flash

Perforce

Unity

Digicel Flipbook

Visa

Australian Citizenship

US Green Card and US Permanent Residency

References available on request.