

IVAN LANCASTER


C I N E M A T I C S

PROFESSIONAL SUMMARY

I've been in the Video Game industry for over 14 years. I have contributed to many shipped titles as an Animator, Cinematic Artist and Cinematic Designer. It's my ambition to work on amazing projects alongside amazing co-workers, and craft engaging, innovative and exciting gameplay experiences.

CONTACT INFO

 (206) 696-3204

 ivanlancaster@gmail.com

 ivanlancaster.com

 Kirkland, WA

SOFTWARE PROFICIENCIES

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Godot / GDScript
Unity Engine / C#
Unreal Engine / Sequencer
Unreal Engine / Blueprints
Perforce / Git / JIRA
FaceFX

SKILLS

Cinematography
Sequencing Cinematics
Content Implementation
Cinematic Design
Narrative Design
Video Editing
Game Capture
Directing Actors on Set
Character Animation
Visual Scripting
Motion Graphics

WORK EXPERIENCE

SENIOR PRESENTATION ARTIST II *Cliffhanger Games* | Kirkland, WA | Aug 2023 – June 2025

Worked on innovative narrative and cinematic systems for cancelled *Black Panther* game using UE5.

- Created previz of systemic narrative story moments, and transitional scenes between different level maps using Unreal Sequencer.
- Designed and implemented branching procedural story moments, using camera systems, animations and actor staging via flow graphs in Unreal, for features such as *Player Downed*, *Enemy Downed*, and *Hub Conversations*.
- Developed workflows in Sequencer to bind in-game actors to nodes at runtime, allowing scalable solutions for different characters to fill roles in cinematic scenes.
- Helped build a system for generating animated camera sequences that could be attached to actors at runtime.
- Assisted in training and supporting co-workers with Unreal workflows and best practices, and made editor utility widgets and templates to facilitate faster content creation.
- Provided feedback and support on internal tools for generating procedural cameras.
- Worked on internal media, such as fly-throughs, compilation videos, and beauty shots of art, environments and lighting, using renders, game captures and video editing tools.
- Processed motion capture data for proxy cinematic content.

CINEMATICS DIRECTOR *Illfonic* | Tacoma, WA | Dec 2022 – July 2023

Planned, created and delegated work for new cinematic content in the *Ghostbusters: Spirits Unleashed DLC* using UE4.

- Worked with writers on DLC script, planned a schedule of deliverables, delegated work amongst strike team to create content for a total of 10 minutes of narrative cinematics, interwoven with the cinematics of the base game.
- Created layout passes of shots with camera and character blocking to inform motion capture.
- Directed motion capture sessions remotely over video conference.
- Designed and animated a bespoke 2.5D narrated sequence using materials and FX in Unreal Sequencer, with a medieval illustrated style.
- Delegated tasks and training to Junior Cinematics Artist.
- Polished and reworked existing cinematics to accommodate the DLC cinematic content.
- Generated new intros and outros for DLC characters and content.

LEAD CINEMATICS DESIGNER *Illfonic* | Tacoma, WA | Sep 2021 – Dec 2022

Designed and created sequences in *Ghostbusters: Spirits Unleashed* for Level Start, Level End, transitions, and Narrative Story using UE4.

- Worked with writers on script for a total of 20 minutes of narrative cinematics.
- Created storyboards and layout passes, basic posing of characters, and camera blocking for reference during motion capture.
- Directed motion capture sessions with actors and crew, onsite in Austin, TX.
- Created and implemented in-game cinematic sequences with multiple actors, props and cameras, from initial pass to final polish.
- Designed and maintained animation blueprints for NPCs, and triggered bespoke animations, props, and FX during conversation moments using level blueprints.

IVAN LANCASTER

C I N E M A T I C S

EDUCATION

// USA

DIPLOMA OF ADVANCED
ANIMATION
Animation Mentor, Online
2008 - 2010

// INTERNATIONAL

DIPLOMA OF SCREEN
(ANIMATION)
SAE College, Perth, Australia
2005 - 2007

BACHELOR OF ARTS
(MULTIMEDIA)
Curtin University of
Technology, Bentley, Australia
2003 - 2005

VISA

Australian Citizen
US Citizen

WORK EXPERIENCE continued

- Processed and authored in-game facial animations in FaceFX.
- Delegated cinematic tasks to team, and trained new cinematics employee.
- Established template for in-game level intros and outros, and worked with outsourcers to generate extra variants.
- Built and maintained a system of sublevels and sequencer bindings for streaming cinematic content.
- Captured gameplay and cinematics footage for marketing and trailers.

SENIOR CINEMATICS DESIGNER *Illfonic | Tacoma, WA | Mar 2020 - Sep 2021*

Designed and created sequences in *Arcadegeddon* for Boss and NPC introductions, Level Start, and Narrative Sequences using UE4.

- Established a cinematic style to work cohesively across the game.
- Worked with writers and designers to develop story moments in-game.
- Developed cinematics from initial concepts, storyboards, and animatics, into in-game implementation of polished scenes using Unreal Sequencer and Blueprints.
- Built content for in-game conversations with NPCs, including cameras, dialog events, string tables and level blueprints.
- Maintained a system of sublevels and sequencer bindings for streaming cinematic content.
- Prototyped a cinematic dialog presentation system, involving looping sequences and UI prompts in Blueprints and UMG.
- Created basic animations and poses to hand off to animation team for content creation.
- Added camera parameters, FX, post-processing, procedural graphical backgrounds, and lighting passes to sequences to create a stylized and unified aesthetic.
- Captured gameplay and cinematics footage for marketing, trailers, and promotional videos.
- Set up cameras and positioning of models in customization & store UI screens.
- Delegated cinematic tasks to team.
- Worked Onsite to finalize cinematics in *Predator: Hunting Grounds* prior to release.
- Polished cinematography and lighting for in-game cinematics in *Predator: Hunting Grounds*.
- Captured gameplay and cinematics footage for *Predator: Hunting Grounds* trailers.

CINEMATIC NARRATIVE SCRIPTER *Ghost Story Games | Boston, MA | Jun 2019 - Jan 2020*

Worked Remotely and Onsite to build procedural gameplay experiences in *Judas* using UE4 and Blueprints.

- Designed and created in-game procedural gameplay moments, scripted rules and predicates.
- Created placeholder animations, FX, and level sequences for various in-game narrative moments.

SENIOR ARTIST/ANIMATOR, REALIZATION *Monolith | Kirkland, WA | Jan 2017 - May 2019*

Designed, built and maintained systems to expand on the Nemesis System in *Middle Earth: Shadow Of War* and all DLC as part of the Realization team, using Monolith's proprietary engine and tools.

- Created animations, cameras and staging of in-game cutscenes, from storyboard to final.
- Designed, built and maintained systems for the sequence of events from when player loses against enemy through to respawn (*Pre-death Minigame, Savior, Humiliator, Death Taunt, Battle Reports, Resurrection*).
- Directed Mocap and animated bipeds for procedural Nemesis Moments (*Showdowns, Hype Man, Savior, Ambushes*).
- Developed in-game procedural cameras to film combat moves, sync-action kills, Identify system, and transitions from game to menus.
- Worked on character animation, camera framing and transitions for UI menus.
- Collaborated with UI and Engineering on redesigning Army Screen and Battle Reports.
- Prototyped conversations and animation layering systems for unreleased future project.
- Contributed to redesign of Monolith's proprietary tools for next generation of in-game procedural cutscenes.

IVAN LANCASTER

C I N E M A T I C S

INTERESTS

Game Dev
Photography
Travel
Movies
D&D
Snowboarding
Skateboarding
Music Production
Game Jams

DEMO REELS

Available Online:

ivanlancaster.com

youtu.be/KXiHNQhGxQQ

linkedin.com/in/ivanlancaster/

Additional examples of work
are available on request.

WORK EXPERIENCE continued

ARTIST/ANIMATOR, REALIZATION *Monolith | Kirkland, WA | Apr 2013 – Jan 2017*

Designed and implemented presentations in *Middle Earth: Shadow Of Mordor* and all DLC as part of the Realization team, using Monolith's proprietary engine and tools.

- Animated bipeds using Mocap data, and implemented animations into game engine.
- Created facial animation for Orc and Human characters.
- Created in-game, procedural presentations that adhered to a cinematic language, using animated and procedural cameras, animation keystings, and game database records.
- Animated and sequenced events to interface the player to the Nemesis System in the Army Screen feature, which presented the evolving hierarchy of enemies through the Battle Reports system.

ANIMATOR *Glu Mobile | Kirkland, WA | Apr 2012 – Nov 2012*

- Rigged and adjusted skin weights for various rigs including birds, quadrupeds and bipeds.
- Animated entire character sets for pre-production on unreleased first-person fantasy game in Maya, and Animated in-game assets for *Deerhunter* game series.

ASSOCIATE ANIMATOR *The Amazing Society | Issaquah, WA | Jan 2012 – Apr 2012*

- Animated complete character sets, movement, social emotes, combos, supers, item interaction, and special moves for DLC content for *Super Hero Squad Online*, in 3ds Max.
- Retargeted and adjusted existing animation clips onto new characters in conjunction with CAT rigs and proprietary tools, and added content to game build in Unity engine.
- Participated in and reviewed gameplay design for new characters and content.

ANIMATION INTERN/CONTRACTOR *ArenaNet | Bellevue, WA | Oct 2010 – Dec 2011*

- Animated combat, movement, emotes, and loops, on creatures, playable characters, NPCs, ambient life, and cinematics for *Guild Wars 2* using Maya.
- Cleaned up and polished motion capture footage for playable characters, NPCs, and in-game cutscenes for unreleased *Prototype*.

3D GENERALIST *Mapability | Perth, Australia | May 2006 – Dec 2009*

- 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 presentations, and publishing.
- Delegated tasks, trained new staff, met with client executives and managers throughout production pipeline.