William Chen

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SKILLS

- 4+ years experience as a 3D character animator with rigging responsibilities and tools maintenance
- Created both stylized, keyframe animation and hyper-realistic animations for GTA 6 and various projects
- Implementation of animation state machines for player characters and NPCs in collaboration with designers
- Designed and iterated on various animation tools for Maya and Motionbuilder

Technical: Maya, MotionBuilder, Python, Granny(RAD Game Tools), Unreal Engine, Adobe CS, Vicon Blade Mocap system
Languages: Chinese

EXPERIENCE

Rockstar Games - New York City, NY [on-site]   April 2023 - Current
Cinematic Animator (GTA 6)

- Created hyper-realistic and grounded character animation performances for cinematics
- Collaborated closely with the other departments to manage, prioritize, and schedule animation tasks
- Assisted in supervising and planning animators' tasks during/after mocap shoots— stunt blends, blending in/out of gameplay, continuity, etc
- Collaborated w/ Tech Art to develop tools to streamline production and accommodate for a variety of workflows
- *Skills used: Pipeline management, mocap animation, keyframe animation*

Superseed - [remote]   May 2022 - Nov 2022
3D Animator

- Created keyframe animation for various quadruped/biped creatures and monsters for LotR: Return to Moria
- Cleaned motion capture and re-targeted animations for bipedal NPCs for an unannounced title for Tencent
- *Skills used: Keyframe animation, mocap cleanup*

Trion Worlds/Gamigo - Austin, Texas [remote and on-site]   Dec 2020 - May 2022
3D Animator (Trove)

- Created stylized keyframe animation to create responsive and clear animations for gameplay
- Set up animation state machines in Granny for player characters and NPCs
- Coordinated extensively with designers on character balance, abilities, and playability
- Rigged new player classes and enemies (bipeds, quadrupeds, etc)
- Built scripts to streamline import/export process and for file recovery
- Troubleshot animation bugs with Trove's proprietary engine
- *Skills used: Keyframe animation, rigging, animation state machine & implementation, tool dev*

SURVIVR - Dallas, Texas [remote]   July 2020 - Dec 2020
3D Animator

- Rigging humanoid models
- Created keyframe animation and cleaned motion-capture data to create high-fidelity animations
- Implemented animations into Unity
- *Skills used: Unity, mocap cleanup, keyframe animation, rigging*

Installation 01 - [remote]   Dec 2019 - May 2020
3D Animator

- Tasked with creating first and third person animations for a Unity-based, fan-made Halo game
- Experienced with retargeting animation
- Created and modified animation state machines
- *Skills used: Unity, keyframe animation*

EDUCATION

The University of Texas at Dallas, Dallas, TX   Fall 2019
Bachelor of Arts*, ATEC (Art, Technology, and Emerging Communications)*