

Charles Victoria

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July 2023 - PRESENT

Gameplay Animator - Retro Studios (**METROID PRIME 4**)

- Create gameplay and cinematic animation sequences using keyframing and motion capture
- Create rigs and work with programmers to develop interactive animation sequences with the player and environment
- Work closely with leads to making previz animations to develop animations styles
- Organize data for animation tasks in Shot Grid to keep track of time and deliverables

July 2022 - July 2023

Associate Gameplay Animator - Naughty Dog

- Created animation sequences using motion capture data and keyframing
- Collaborated with programmers to develop interactive animation sequences involving player-object interactions and mini-games

April 2022 - July 2022

Animator - TransfrVR, Los Angeles

- Created animations sequences, models, and rigs for VR gaming and education

August 2020 - December 2021

Animator - D.M.A.I. , Los Angeles

- Created 3D and 2D animations/vfx for educational videos and games
- Modeled, Rigged, and Textured assets needed for animation sequences
- Created storyboards and developed new ideas for games and educational curriculum

October 2019 - July 2020

Animation Assistant - Naughty Dog (**THE LAST OF US 2**)

- Created animations using MoCap and keyframing for cinematics and gameplay
- Worked with programmers to create script based animations for NPCs

July 2019 - October 2019

Animator - BrainZoo Studios, Los Angeles

- Created animation sequences using MoCap and Keyframing for cinematic trailer

SKILLS

Maya , 3DS Max , VRAY, Animation , MoCap , Modeling , Rigging , Unity , Adobe Suite

EDUCATION

Gnomon - School of Visual Effects, Games, and Animation

- *Entertainment Design and Digital Production*