JAMES FIORELLA
Character Animator
(912) 695-4169
james@thefanimator.com

PROFESSIONAL EXPERIENCE:

Visceral Games December 2016 – Current
Contract Animator – Untitled Star Wars Project
- Previsualization of cinematics and camera animation in Maya
- Prototyping quadruped creature run, walk, and idle keyframe cycles

DICE LA August 2016 – December 2016
Contract Animator – Unannounced Project
- Prototyping third person cover animations using motion capture in MotionBuilder
- Motion capture body animation of run, walk and idle cycles

Infinity Ward April 2016 – August 2016
Temporary Animator – Call of Duty Infinite Warfare
- Motion capture and keyframe body animations on characters in MotionBuilder and Maya.
- Worked with raw motion capture run cycles as well as scripted story beats for single player.

NetherRealm Studios December 2014 – June 2015
Contract Animator – Mortal Kombat X
- Motion capture and keyframe body animation in MotionBuilder on taunts, attacks, special moves, x-rays and fatalities.
- Retargeted animations onto various body types, heights and genders as players can select different characters, causing various permutations in interactions.
- Collaborated on mobile version, including keyframing cloth animations.

StereoD December 2013 – December 2014
Depth Artist
- Built 3D Depth Maps in Nuke to create stereoscopic images for film.
- Worked on such films as:

| Captain America Winter Soldier | Mad Max Fury Road | Godzilla |
| Guardians Of The Galaxy | Avengers Age Of Ultron | Jurassic World |

Infinity Ward May 2013 – August 2013
Animator – Call Of Duty Ghosts
- Motion capture and keyframe body and facial animation on AI driven characters in Maya.
- Worked with raw motion capture run cycles and scripted story beats for both multiplayer and single player gameplay.

Treyarch June 2012 – September 2012
Associate Animator – Call Of Duty Black Ops 2
- Worked on motion capture and keyframe body and facial animations for cut-scenes between single player missions
- Scene assembly involving importing and setting up the environment, characters and camera animation in MotionBuilder

JAMES FIORELLA

Character Animator
(912) 695-4169
james@thefanimator.com

Pendulum Studios August 2010 – December 2010
Freelance 3D Animator – Red Faction Armageddon

- Previsualization of the cinematics, which involved creating 3D animatics by setting up the environment and characters and animating the camera based on the given 2D animatics.
- Motion capture and keyframe body and facial animations in both Maya and MotionBuilder

EDUCATION:

Savannah College of Art and Design
Bachelors of Fine Arts, May 2005 / Credits towards Masters of Fine Arts, May 2008

- Major in Animation, Minor in Visual Effects
- Practical experience in Maya, Vicon IQ, MotionBuilder, Endorphin, Adobe Premiere, After Effects Houdini, Real Flow, Photoshop, and other Adobe Products