



STEPHEN WESTON

Animator/Cinematics Director

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OBJECTIVE

Seeking position as senior or lead animator, cinematics director in entertainment software industry

SKILLS

- 30+ years experience as character animator and team leader in both traditionally drawn 2D/3D CG
- 8-years experience as senior or lead animator with leading game developers. (EA and Z-axis)
- Highly proficient in character combat animation and lip-sync acting
- Strong background in all aspects of visual storytelling from concepting to storyboarding and through animation to final lighting and rendering
- Excellent communication and team management skills
- Software: Maya, Softimage, 3dsMax, Photoshop, Premiere, After Effects

EMPLOYMENT HISTORY

Secret Level - Sega Studios - San Francisco, CA

May 2009 - May 2010

Cinematics Director

Iron Man 2

Managed team of 7 in-house artists and 3 outsourced vendors to produce storyboards, animatics, and layouts through finished pre-rendered and in-game cinematics

Underground Development - Foster City, CA

April 2008 - May 2009

Lead Animator

Guitar Hero - Van Halen

Responsible for managing team of three animators and for delivering all aspects of motion captured band performance animation using 3DS-Max and extensive in-house tool set

Z-Axis / Underground Development - Foster City, CA

March 2007 - April 2008

Lead Animator

Call of Duty - Devil's Brigade

Using Maya and Motionbuilder, created key animation facial system and complete motion capture character locomotion system

Emdigo Entertainment

June 2006 - March 2007

Lead Animator

- Managing team of 3 animators
- Creation of 3D animated downloadable content for Web-to-mobile technology company

Z-AXIS - Foster City, CA

Oct 2005 - May 2006

Senior Animator

X-men 3

- Responsible for the creation of all in game animation assets for "Boss Sabertooth"
- "Lab Tech Bruisers" and "Lab Tech Lancers" Used in-house tool set to export finished animation into game
- Worked directly with lead game designer to develop hand to hand fight system for Finale Boss Fight

Gurl2Gurl Productions Inc – Los Angeles, CA**Jan 2005 – Aug 2005***Animation Director*

- Worked directly with designer to create structure and content for new commercial web site
- Animated music video and demo for <http://www.Call4Ally.com/>

Sabbatical**Oct 2004 – Dec 2004**

Travel to Canada and UK

Electronic Arts - Redwood Shores, CA**Sep 2001 – Sep 2004****James Bond 007 - Everything or Nothing***Directing Animator*

- Hands-on directed in-game cinematics team of 10 to produce 45 minutes of character action and dialogue
- Designed and key frame animated in-game hand to hand fighting assets and weapons fighting assets
- Created blend shape phoneme facial system for Bond and main characters for in-game cinematic sequences

James Bond 007- Agent Under Fire*Senior Animator*

- Responsible for in-game cinematics keyframe character animation

Freestyle*Lead Animator*

- Lead team of 7 animators, 1 modeler, 1 rigger to produce 30 minutes of character animation for action and dialogue sequences

Lord of the Rings 3*Lead Animator*

- Keyframe animation and motion capture for complete in-game move sets of human and non-human characters including facial and clothing

Lord of the Rings (PC)*Lead Animator*

- Lead team of 4 animators to create in-game assets for both human and non human characters

The Simpsons demo

- Won in-house award for work on 90 sec exec demo working around the clock for 4 days

PDI/Dreamworks, Palo Alto, CA**Sep 1999 - Sep 2001***Directing Animator – Commercials Division*

- PDI Proprietary Software/MAYA
- Projects include: Coca Cola, Dreamcast, Tsunami Splashdown, Mercedes, San Diego Wildlife Park

Independent Contractor, London**Oct 1990 – Sep 1999***Animator Director*

- Client list includes Channel Four Television and the BBC, numerous UK animation production houses. (References available)
- Directed and animated commercials on Softimage for Chex, Taco Bell, Transamerica Bank, Kellogs Ricicles, Smarties, etc
- Visual Effects Director on BBC production “Elidor”, 6 part series combining animation and live action (1994)
- Visual Effects Director (on Gerry Anderson’s “Lavender Castle”, 26 part series for television combining puppet and computer animation (1996)

COMPUTER ANIMATION AWARDS***Fisherman’s Friend*** (30-second TV Commercial)**1998*****Director/Animator/Modeler/Rigger/Texture/Lighting - Softimage***

- Winner “Best Animation in a Commercial” British Animation Awards

- Prizes – LA Animation Celebration, Prix Ars Electronica

The Wrong Brothers (Independent Short)

1996

Director/Animator/Modeler/Rigger/Texture/Lighting - Softimage

- Finalist “Best Use of New Technology” British Animation Awards

Helicopter Man (Independent Short)

1993

Director/Animator/Modeller/Rigger/Texture/Lighting - Softimage

- Winner “Best Shorts and Features” British Computer Animation Awards

ADDITIONAL RECOGNITION as Softimage Director/Animator:

- Interviewed or cited as a pioneer in the field in numerous articles in UK publications such as Broadcast, Cuts, Fab Magazine and the Guardian and Evening Standard newspapers.
- Featured in an on-screen interview in ELECTRONIC PASSIONS, a major 5 part TV series on computer produced animation produced for UK broadcaster Channel 4 Television. (c 1998)

EDUCATION

- **Sheridan College, Ontario, Canada**
- **Classical Drawn Animation Degree (1977)**