Edwina Mckellop
Animation / Motion Capture Editing / Rigging

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Objective:
To create fun and visually appealing animations, and to serve as a bridge between creative and technical developers should the opportunity arise.

Software:
3ds Max, Maya, MotionBuilder, Photoshop, Unreal Engine, Unity 3D, Zbrush

Skills:
Key-frame Animation
Motion Capture Editing (Clean Up, Re-targeting, Blending)
Character Rigging using but limited to 3ds Max CAT and Character Studio Biped
Environment Lighting
Modeling and Texturing
Image Manipulation and Illustration
General Game Engine Asset Import, Material Creation, Level Blocking

Other:
Problem solver
Resourceful and versatile
Strong technical bias
Basic visual and non-visual scripting knowledge in various software packages
Familiarity with using version control software such as SVN, Mercurial, and Perforce
Video Editing
Motion Graphics

Other Software:
Premiere, Final Cut Pro, After Effects

Experience:

Digital-Toybox
Animator   *Oct. 2013 – Present*

- Pre-production along with research and development for unnamed animated short using Unreal Engine 4.

K2 Network, Inc / Reloeaded Games, Inc.
Generalist / Animator   *Jan. 2011 – Mar. 2013*

- Worked with a small team to prepare various art assets for a browser based MMORPG developed in Unity 3D.
- Rigged just over 40 various bipedal and non-bipedal characters, as well as prepared those assets for in game use.
- Created a shareable rig for most bipedal characters both playable and non-playable to share.
- Created both key-frame and motion capture based animation sets for a few characters. Animations included walk, run, combat, and idle cycles.
- Cleaned up, edited, and re-targeted motion capture data, as well as blended in key-fame animation for use on bipedal characters.

- Worked with programmers to determine technical details for implementation of various art assets, and worked with artists to streamline art and animation pipeline from asset creation to export. Also, maintained the art pipeline as needed and fixed or updated scripted art tools throughout development.
- Optimized, cleaned up, reconfigured, and prepared various character assets such as armor to be rigged and animated.
- Found solutions to technical issues within and beyond my own responsibilities.
- Took on various non-development tasks such as video editing and creating promotional content.

Digital-Toybox, Llc. / HDFilms, Inc.
Animation Lead / Technical Animator   *Oct. 2008 – Jul. 2009*

- Lead a small team of animators that focused on various aspects of animation and motion capture editing for the web series "Chadam" which included motion capture re-targeting, motion capture clean up, key-frame animation, blending between motion capture and key-frame animation, and ensuring all animation properly fit the unique and unusual character designs.
- Refined, removed, or altered parts of motion capture performances by removing pops, jitters, sliding feet; corrected characters severely passing through floors, walls, objects, and passing through other characters.
- Created key-frame animations based on storyboards for scenes lacking motion capture performances, to replace motion capture, and to fill in gaps between motion capture performances.
- Blended multiple motion capture performances to create a single continuous performance.
- Adjusted existing character rigs by creating constraints and controls to improve workflow and ultimately cut down time spent on cloth, hair, and eye animation. Also made quick adjustments for unique scenes such as creating a removable head, then brought those into the Unreal Editor as additional skeletal meshes to test if they worked.
- Worked with the director to organize what was needed to complete animation for each episode with efficiency and quality.
- Took direction in stressful situations and tight deadlines.
- Came up with quick solutions to technical issues.

Vicon/House of Moves
Contract Animator   *Dec. 2008*

- Re-targeted and cleaned up motion captured data for "Chadam" and other projects using MotionBuilder.
- Contributed in team meetings.
- Provided software assistance to others when possible.

BET Animation
Contract Animator / Rigger   *Oct. 2008*

- Rigged and animated caricatures of famous musicians for BET Animation TV promotion concepts.

Climax Group
Prop Artist Intern   *Jul. 2006 – Sep. 2006*

- Modeled and textured prop assets for "Silent Hill: Origins" on the PSP under the direction of a Level Artist.
- Worked with other interns to organize and divide assigned work amongst ourselves with the goal to complete work in a timely manner.

Mods and Team Projects:

Red Giant Productions
Generalist / Lighter   *Aug. 2008 – Jun. 2011*

- Worked on a 3D animated short titled "Where's My Teddy?"
- Created several lighting setups to meet the needs of each shot, which includes solving most technical aspects related to lighting and assuring lighting consistency throughout the short.

Game Wizards
Animator   *Oct. 2010*

- Created key-frame run cycles for the Unreal Development Kit mod "Obstakill**".**

Technical Animator   *Oct. 2008 – Dec. 2008*

- Re-targeted and cleaned up motion captured data, added key-frame animation where needed, created animation loops, set up facial rigs as well as animate them for characters in the Unreal Engine 3 mod "Boiler Plate".

Character Rigger   *Apr. 2009*

- Rigged mechanical boss character for the Unreal Engine 3 mod "Starfall".

Animator   *Apr. 2006 – Jun. 2006*

- Created key-frame dodge, death, jump, and run cycle animations for playable characters in the Unreal Engine 2 mod "Monster Smash".

Education:

Art Institute of California - Los Angeles
Bachelor of Science in Game Art & Design   *Dec. 2010*