

Robert Fitzpatrick

For Cinematic Animator

EDUCATION

Falmouth University
BA: Games Development - Animation
1st class (hons) 2017 – 2020

Birmingham Ormiston Academy
Level 3 BTEC Extended Diploma - Games
Development and New Media **D*D*D***
(2015 – 2017)

REFERENCES

Frank Laurin - Animation Director @
Supermassive Games Ltd
francklaurin@hotmail.com

PRIMARY SKILLS

Character Animation
Motion Capture Clean up
State machines / Implementation
Technical Problem Solving

SUPPORTING SKILLS

Adaptable & happy to learn
Receptive to Critique
Group Collaboration
Video Editing
Public Speaking

SOFTWARE

Maya
Mobu
Unreal
Perforce
Photoshop
Sony Vegas

HOBBIES

I love game jams, Animated films, Co-op games & Dungeons and Dragons.

PROFILE

A passionate Animator comfortable in or out of engine. While currently working in Tech Anim, I am looking for a more artistically creative role that suits someone with a keen eye for detail & technical knowledge.

During my time at Supermassive Games, I had the pleasure work on both Motion Capture & Keyframe focused Projects. The former I was mentored on Maya / Mobu. Including Mocap clean-up for both cinematic & gameplay sequences, learning how to maintain actor intentions & by the end ... developing my own sequences independently.

Experience

Super Massive Games – (The Quarry)
Cinematic Thriller – Mobu / Maya – UE4

2021 - 2022

- Locomotion mocap clean up + implementation. (Walks, Combat, Stairs)
- Creating facial Idle animations from cinematic mocap data
- Cinematic Polish, Runtime Bug Fixing

Super Massive Games – (Unannounced Multiplayer Project)

– Maya – UE4

2022 – ongoing

- Creating and polishing environmental Level Sequences
- Maintaining & building upon player state machines
- Communicating with design & programming to ensure animations meet expectations and receive any needed code support.

CONTACT

Robfitz.org
xxrobfitzxx@gmail.com