Sean McDermott
3D Animator

(850) 691-8516
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seanimations.com

SKILLS

Hand-keyed 3D Animation
Motion Capture Animation
Motion Capture Cleanup
Game Engine Implementation
Animation State Machines
Rigging
2D Animation
3D Modeling

SOFTWARE

Autodesk Maya
Autodesk MotionBuilder
Adobe After Effects
Adobe Premiere Pro
Adobe Photoshop
Adobe Illustrator
Unreal Editor 4
Perforce
JIRA
Shotgun

EDUCATION

UCF Florida Interactive Entertainment Academy
M.S. Interactive Entertainment
Aug 2019 - Dec 2020

University of Florida
B.A. Digital Arts and Sciences
Aug 2017 - May 2019
GPA 4.0 - Summa Cum Laude

SOCIAL

(in) **Sean McDermott**

(v) **/seanmcdermott**

(twitter) **@ayy_sean**

EXPERIENCE

Insomniac Games — **Jun 2021 - Current**
Animation Intern — **(Project Under NDA)**
- Developed and implemented a combat animation that seamlessly blends the in-game camera to one of four predetermined cinematic cameras when the animation plays in game.
- Collaborated with the design team to create systems in the game engine that procedurally generate animation based on physics.
- Worked with proprietary tools to assemble, organize and link to engine animation scenes with character mocap data baked to rigs and props in their proper environments to send to outsource.
- Utilized Jira, Shotgun, Excel, and daily standups to problem solve, address notes/feedback, and share information related to assigned tasks with the animation teams.

Falcon's Creative Group — **Jan 2021 - Apr 2021**
Contract 3D Animator — **Enchantimals: Sunny Savanna**
- Cleaned and manipulated motion capture data of anthropomorphic characters to achieve desired performance while maintaining the integrity of the base mocap data.
- Produced custom animation on stylized animal characters to match the visual direction of the show.
- Met tight deadlines in a timely manner while addressing notes/feedback from client and team.

Glass Cat Studios — **Aug 2020 - Dec 2020**
Contract 3D Animator — **True Mechanics**
- Created 20+ animations/character poses that easily transferred to multiple characters.
- Ensured procedural technical constraints were met while integrating animations into UE4.
- Created an animation style guide and range of motion document.

Axolotl Productions — **Dec 2019 - Aug 2020**
3D Animator — **Izcalli of the Wind**
- Developed and defined main character personality as the sole animator on a hoverboard game with a team of 16 interdisciplinary developers.
- Iterated with rigger to develop a character and prop rig that accounted for unique needs of hoverboard functionality while allowing for development of character personality.
- Established state machine and imported animations in UE4. Worked with Programming Lead and Tech Artist to develop event graph.

ACCOMPLISHMENTS

Motion Capture Certification — **Nov 2020**
Link to view here — FIEA Studio 500

Shipped Izcalli of the Wind — **Aug 2020**
Link to view here — Axolotl Productions

"Best in Interactive Media" — **Mar 2019**
2019 Digital Salon — University of Florida