



(310) 486 - 0723
MWEYNA@HOTMAIL.COM
WWW.IANWEYNA.COM

Key Qualifications

- Exceptional experience in motion-capture animation processes including planning, on-stage performer direction, and data clean-up.
- Well-versed in Studio Max, Maya, and Motionbuilder content-authoring pipelines.
- Outstanding production-sense and ability to work through complex technical issues.
- Self-motivated problem-solver eager to jump in, identify and solve roadblocks before they become headaches.
- Works well in high-pressured environments with over 15 years of development experience.
- Experienced in a range of project sizes and the inherent development challenges of each.
- Comfortable working in a multitude of animation styles as well as animation types.
- Passion for team mentoring and building strong collaborators.
- Developed and managed multiple outsource-based pipelines for varying size projects.
- Comfortable managing onsite and offsite individual contributors.

Work History

Mar. 2020 – Current **HIGH MOON STUDIOS** Lead Animator

Managed a team of animators of ranging skillsets and experience. Successfully launched multiple large-budget titles, from ideation and costing stages, to final polish of animation assets. Routinely collaborated with executive leadership team, other departmental leads, and production partners to ensure deadlines were achieved while pushing for a higher-fidelity animation assets on large-scale global brands. Identified and prioritized individual development that resulted in multiple people finding new ways to apply their talents, and sustained career growth for team members. Fostered strong positive relationships with partner studios to ensure game-wide quality targets were being achieved, identify areas of improvement, and collaborated successfully to address them.

Dec. 2016 – Mar. 2020 **TREYARCH** Senior Animator

Worked with senior leadership across partner studios to accomplish high-level project goals by collaborating on cross-studio solutions to obstacles. Acted as a departmental point-person for level-specific animation requests and scheduling. Wrote technical manual to outline requirements of complex, internal systems to align partner studios on best practices. Stakeholder in candidate interviews to identify best-fit individuals to foster a highly-collaborative group that produced well-regarded results with strong interpersonal dynamics. Created onboarding and outsourcing vendor documentation. Tasked with completing vignettes and character archetype animations using primarily mocap-driven techniques with hand-key animation for more complex or animalistic characters. Involved in conceptualizing and executing exciting boss battles, creating some of the largest and most rewarding sequences of the Zombies franchise.

May 2016 – Dec. 2016 **INFINITY WARD** Contract Animator

Joined the company on a contract basis to help finish out Call of Duty: Infinite Warfare. Tasked with creating weapon animations, first-person cinematic animations, and various design-specific animations. Worked diligently to deliver polished animations during aggressive development schedule.



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June 2011 – Mar. 2016 **PETROGLYPH GAMES** Senior Animator

Solitary Animator for multiple games. Coordinated with Art Director to help define animation pipeline and style for Grey Goo. Worked with engineering to define in-game behaviors and ensured those systems met client expectations. Responsible for identifying and scoping all required animation assets for project completion. Defined needs and helped to implement a basic state machine system with programming staff. Developed Max to Unity pipeline for an internal mobile project with high animation re-use.

Jan. 2009 – June 2011 **ZENIMAX ONLINE STUDIOS** Animator

Created animation assets for Elder Scrolls Online MMORPG with quick deadlines for in-game usage based on designer requests and gameplay needs. Animated a variety of bipedal, flying, and quadruped animals and insects. Reviewed and provided feedback to other animators during morning sweatbox.

Project History

(In Order of Recent To Oldest)

Call of Duty: Modern Warfare 2
Call of Duty: Vanguard
Call of Duty: Black Ops Cold War
Call of Duty: Black Ops 4 DLC
Call of Duty: Black Ops 4
Call of Duty: Infinite Warfare DLC
Call of Duty: Infinite Warfare
Battle Battalions
8-Bit Armies
Grey Goo
End Of Nations
Elder Scrolls Online
Dungeon Runners

Education

Animation Mentor
Advanced Character Animation
July 2006 – Dec. 2007

Art Institute of Los Angeles
Game Art & Design \ Media Arts & Animation
Sept. 2002 – June 2006

References

Available upon request