



IAN WEYNA

ANIMATOR

PHONE – 310.486.0723 // EMAIL – MWEYNA@HOTMAIL.COM // PORTFOLIO – WWW.IANWEYNA.COM

Highlights of Qualifications

- ❖ Exceptional experience in motion-capture animation processes (including planning, on-stage actor direction, and data clean-up).
- ❖ Well-versed in Studio Max, Maya, and Motionbuilder content-authoring packages and pipelines.
- ❖ Outstanding production-sense and ability to work through complex technical issues.
- ❖ Self-motivated problem-solver eager to jump in identify and solve situations.
- ❖ Excellent stress-management under crunch and short deadlines.
- ❖ Experienced in range of project sizes and the challenges of each.
- ❖ Comfortable working in multitude of animation styles as well as animation types (gameplay, first-person, cinematic, etc.)
- ❖ Passion for coaching other animators on techniques or sharing better workflow approaches.
- ❖ Developed and managed multiple outsourcer-based pipelines for varying size projects.
- ❖ Great at cross-departmental communication to plan and implement major systems or projects.

Work History

12/16 – Now **TREYARCH** // Senior Animator

Tasked with completed vignettes and character archetype animations using primarily mocap-driven techniques with hand-key for more complex or animalistic sequences. Planned and directed actors in both Performance and Motion Capture sessions. Created new-hire and outsourcing vendor documentation and responsible for on-boarding all new department hires. Stakeholder in candidate interviews to identify best-fit individuals for the AI animation team, ultimately fostering a highly- collaborative team that produced well-regarded results with strong interpersonal dynamics. Acted as a departmental point person for level -specific animation asset requests and scheduling, working with Production to ensure successful on-time delivery of assets, and alert them to any obstacles that we would need to solve. Involved in concepting and executing exciting Boss Battle level sequences, and technical requirements of each, creating some of the largest and most rewarding boss battles of the Zombies franchise.

5/16 – 12/16 **INFINITY WARD** // Contract Animator

Joined the company on short-term contract assignment to help finish out Call of Duty: Infinite Warfare. Tasked with doing weapon animations, first-person cinematic animation, and various design-specific animation requests.

6/11 – 3/16 **PETROGLYPH GAMES** // Senior Animator

Developed animation pipeline and style for Grey Goo, including early conceptual animations to defining system needs and working with design and engineering to ensure those systems worked well. Defined locomotion style and animated all content; structures, units, props, for multiple factions. Defined and helped to implement basic state machine system to handle all design needs. Mentored junior animator by providing feedback and training. Developed Max to Unity pipeline for internal mobile project.





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1/09-6/11 **ZENIMAX ONLINE STUDIOS** // Animator

Under the direction of Art Director and Lead Animator, created animation assets for Elder Scrolls Online MMORPG with quick deadlines for in-game usage based on designer requests and game design needs, animated a variety of bipedal, flying, and quadruped animals and insects. Reviewed and provided feedback to other animators during morning sweatbox.

6/07-9/08 **NCSOFT** // Artist

Assisted Lead Artist in asset implementation from Studio Max into game allowing him to focus more on management of the project rather than bug fixing. Tasked with completing fixes on external contractor work ranging from Rig/Skin modification to providing feedback on contractor animation to ensure quality and stylistic fit.

Games I've Contributed To

Call of Duty: Black Ops 4 DLC

8-Bit Armies

Battle For Graxia

Call of Duty: Black Ops 4

Grey Goo

End of Nations

Call of Duty: Infinite Warfare DLC

Unreleased Mobile Combat Game

Elder Scrolls Online

Call of Duty: Infinite Warfare

Battle Battalions

Dungeon Runners

Education

Animation Mentor –
Major: Advanced Character Animation
Attended: July 06' – Dec 07'

Art Institute of Los Angeles –
Major: Game Art & Design \ Media Arts & Animation
Attended: Sept 02' – June 06'

References

Available upon request.

