



(310) 486 - 0723
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Key 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 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.
- Experienced in a range of project sizes and the challenges of each.
- Comfortable working in a multitude of animation styles as well as animation types such as gameplay, first-person, cinematic, etc.
- Passion for team development and fostering growth-mindset in team members.
- Developed and managed multiple outsourcer-based pipelines for varying size projects.

Work History

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

Managed a team of 10+ animators of ranging skillsets and experience. Routinely dealt with executive leadership team to ensure production deadlines were achieved while pushing for a higher-fidelity animation assets on large-scale global brand. Worked with partner studios to ensure game-wide quality targets were being achieved, and to identify areas of improvement. Launched internal initiative to find global vendors to provide motion capture-related services during worldwide pandemic, and helped to develop new external relationships that will serve the company for years to come. Successfully launched major commercial successful title during COVID / WFH transitions.

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. Communicated with Production to ensure successful on-time delivery of assets and forecast any problems that would impact deliverables. 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. Responsible for on-boarding all new department hires. Created new-hire 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.





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

Sole 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. Defined needs and helped to implement a basic state machine system with programming staff. Mentored junior animator by providing feedback and training. Developed Max to Unity pipeline for an internal mobile project.

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

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

8-Bit Armies

Grey Goo

Unreleased Mobile Combat Game

Battle Battalions

Battle For Graxia

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

