

Daniel Carey

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Objective

Seeking an opportunity to utilize and enhance my character animation skills, while working with a team of talented developers in a creative and collaborative environment.

Software

Software: Maya, MotionBuilder, 3ds Max

Engines: APEX, Unreal 3

Animation Experience

Avalanche Studios – Animator on Just Cause 4 and DLC *Jan' 2017 – Present*

- Created a majority of the civilian character animations to produce a living world
- Cleaned up and polished cinematics to create shippable quality
- Collaborated with design and environments to shape a metropolis where civilians interact and live
- Prototyped hand-key animation and integration for new enemy types and flow states
- Designed previz scenes exploring the differences in personality and environmental layout of factions
- Worked closely with tech to improve Maya tools and the in-game pipeline
- Managed the creation of all props that the world sim would use
- Updated state machines and integrated new animations into the engine
- Planned internal and external animation milestone deliveries
- Acted and performed in our in-house Motion Capture suit

Hi-Rez Studios – Associate Animator on Smite *Aug' 2015 – Dec' 2016*

- Created attacks, locomotion, emotes, idles, and transitional animations
- Animated cinematic sequences promoting new content, including layout and camera
- Brainstormed and developed personalities of new characters
- Added flavor and personality for new skins of existing characters
- Adapted animation sets for remodels of old characters
- Reviewed animations in engine and fixed bugs for upcoming patches

Education

iAnimate, Online Animation School

- Creature Animation Workshop 1 *Mar' 2014*
- Games Animation Workshop 1 *Oct' 2016*

Animation Mentor, Online Animation School

- Diploma in Advanced Studies of Character Animation *Dec' 2013*

DePaul University, Chicago, IL

- B.S. in Computer Game Development: Production and Design, 3.5 GPA, Cum Laude *June 2012*

Awards and Honors

Eagle Scout, May 2004

Dean's List, Multiple Quarters 2008-2012

iAnimate Creatures Student Showreel – Summer 2013, Fall 2014