

STEPHEN PHILLIPS

Senior Animator

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PROFESSIONAL SUMMARY

I have gained about 10 years of animation and previs experience from film, games, and tv. I have animated realistic and stylized characters using both motion capture and key-frame animation as starting points. As a lifelong learner, I easily adapt to new workflows and techniques.

EXPERIENCE

Senior Animator, Halon Entertainment

July 2022 - Present

- Character animation and face animation using motion capture and key-framing
- Assisted with documentation and development of the finals animation pipeline
- Integrated animation into Unreal game engine
- Credits: TBA

Animator, Sony VASG

November 2021 – June 2022

September 2018 – March 2020

- Animation of realistic characters for in-game cinematics
- Body and face motion capture cleanup using Maya and Faceware
- Elevated mocap performances by adjusting timing, posing, and key-framing prop interactions
- Credits: The Last of Us Part 1 and 2, Marvel's Avenger's

Previsualization Artist, The Third Floor Inc.

August 2020 – November 2021

March 2017 – September 2018

- Previs and layout for live-action films
- Responsible for the animation, lighting, camera staging, and compositing of multiple shots and sequences for various films
- Collaborated with teammates for continuity and story beat ideas
- Credits: Thor: Love and Thunder, WandaVision, Captain Marvel, Avengers: Infinity War, Transformers: Bumblebee, Christopher Robin, Spider-Man: Homecoming

Animator, CounterPunch Studios

March 2020 – August 2020

July 2015 – March 2017

- Face animation for realistic characters using Maya and Faceware Retargeter
- Completed key-frame body and face animation for stylized characters
- Provided notes and mentorship to junior artists
- Credits: Crash Bandicoot 4, Injustice 2, Mafia 3, NBA: 2K16, Netflix's Tarzan

Freelance Animator and Generalist

July 2013 – June 2015

- Provided animation, layout, and rigging services to multiple companies in the L.A. area
- Credits: Sonic Boom: Fire & Ice, SOMA, Evolve, Borderlands 2

EDUCATION

B.F.A., Computer Animation

August 2009 – May 2013

Ringling College of Art and Design

SKILLS

- Character Animation and Facial Animation
- Motion Capture Cleanup and Key-frame Animation
- Unreal Engine Integration
- Camera Layout and Staging
- Self-driven and thrives with minimal direction
- Collaborative and open to learning new software

SOFTWARE

- Autodesk Maya
- Motionbuilder
- Unreal Engine
- Faceware Retargeter
- Adobe After Effects
- Adobe Premier
- Adobe Photoshop
- Perforce