

Stephen Phillips

Senior Animator

Los Angeles, CA
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Experience

July 2022 - Present

Senior Animator - Halon Entertainment - Los Angeles, CA

- Projects: Fortnite Battle Royale
- Keyframe animation of Fortnite and IP characters for in-game idles and emotes.
- Integrated and tested animations within Unreal Engine.

November 2021 - June 2022

Cinematic Animator - Sony Interactive Entertainment - Remote

- Project: The Last of Us Part 1
- Utilized motion-capture and keyframe animation to create high quality face and body character animation for in-game cinematics.

August 2020 - November 2021

Previs Shot Creator - The Third Floor Inc. - Los Angeles, CA

- Projects: Thor: Love and Thunder, Wandavision
- Provided character animation, lighting, and compositing for previs on live-action feature films and TV shows.
- Completed a work trip to Sydney, Australia in order to provide previs for Thor 4..

March 2020 - August 2020

Remote Animator - Counter Punch Studios - San Diego, CA

- Games: Crash Bandicoot 4: It's About Time
- Completed keyframe gameplay animation.

September 2018 - March 2020

Cinematic Animator - Sony Interactive Entertainment - San Diego, CA

- Games: The Last of Us Part 2, Marvel's Avengers
- Polished motion capture performances. Cleaned up full body mocap, face performance captures, and prop interactions.

March 2017 - September 2018

Previs Shot Creator - The Third Floor Inc. - Los Angeles, CA

- Films: Captain Marvel, Avengers: Infinity War, Transformers: Bumblebee, Christopher Robin, and Spider-Man: Homecoming
- Animated, lit, and composited previs shots for live-action feature films.

July 2015 - March 2017

Animator - Counter Punch Studios - Los Angeles, CA

- Games/TV: Injustice 2, Mafia 3, Netflix's Tarzan and Jane, and NBA: 2K16.
- Animated characters for in-game cinematics. Learned to use Faceware Retargeter for face performance capture cleanup.

March 2015 - June 2015

Animator and Layout Artist - Pure Imagination - Los Angeles, CA

- Game: Sonic Boom: Fire & Ice
- Provided shot layout and final character animation for a cinematic sequence.

October 2014 - March 2015

Animator/Rigger - Art + Science Labs - Los Angeles, CA

- Animated, rigged, modeled, and textured characters for augmented reality mobile apps.

November 2013 - September 2014

Freelance Animator - Los Angeles, CA

- Clients: Halon Entertainment, Art Bully Productions, Jib Jab Media
- Projects: Evolve, SOMA, E-Card content
- Motion capture cleanup and face animation for in-game cinematic sequences.
- Rigged and animated characters for gameplay locomotion and idle cycles

July 2013 - October 2013

Animation Intern - Gearbox Software - Plano, TX

- Game: Borderlands 2
- Created gameplay character animations for DLC content. Learned to use 3DS Max for character animation.

Skills

Software: Autodesk Maya, Unreal Engine, Faceware Retargeter, 3DS Max, Motionbuilder, Photoshop, Premiere, After Effects

Skills: Keyframe Animation, Motion Capture Cleanup/Polish, Previs and Layout

Education

August 2009 - May 2013

Ringling College of Art & Design - B.F.A. Computer Animation

Thesis short film, "Scoutin' for Skunk-Ape!" featured in Siggraph Asia 2013, Adobe Achievement Awards Finalist 2013, CG Meetup, It's Art Magazine, and On Animation