

Stephen Phillips

Animator and CG Artist

Los Angeles, CA
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EXPERIENCE

Halon Entertainment — *Senior Animator*

JULY 2022 - PRESENT

Projects: TBD

Sony Interactive Entertainment — *Cinematic Animator*

NOVEMBER 2021 - JUNE 2022

SEPTEMBER 2018 - MARCH 2020

Utilized motion-capture cleanup and keyframe animation to complete character animation for in-game cinematics.

Projects: The Last of Us Part I and Part II, Marvel's Avengers

The Third Floor Inc. — *Previsualization Artist*

AUGUST 2020 - NOVEMBER 2021

MARCH 2017 - SEPTEMBER 2018

Completed animation, camera layout, lighting, compositing, and motion tracking for live-action feature films.

Projects: Thor: Love and Thunder, WandaVision, Captain Marvel, Avengers: Infinity War, Transformers: Bumblebee, Christopher Robin, Spider-Man: Homecoming, and Doctor Strange

CounterPunch Studios — *Animator*

MARCH 2020 - AUGUST 2020

JULY 2015 - MARCH 2017

Animated characters for gameplay and in-game cinematics. Face capture retargeting, cleanup, and polish.

Projects: Crash Bandicoot 4, Injustice 2, Mafia 3, NBA 2K16, and Netflix's Tarzan

Multiple Studios — *Freelance Animator and Generalist*

JULY 2013 - JUNE 2015

Provided animation, rigging, and layout services to studios.

Clients: Gearbox Software, Art Bully Productions, Jib Jab Media, Pure Imagination, and Halon Entertainment

Projects: Sonic Boom: Fire & Ice, SOMA, Evolve, Borderlands 2, E-Card content, and augmented reality apps

SKILLS

Keyframe Animation

Motion Capture Cleanup/Polish

Previs and Layout

SOFTWARE PROFICIENCY

Autodesk Maya

MotionBuilder

Unreal Engine

Faceware Retargeter

After Effects

Premiere

Photoshop

EDUCATION

Ringling College, Sarasota, FL — *B.F.A. in* *Computer Animation*

AUGUST 2009 - MAY 2013

Thesis short film: Scoutin' for Skunk-Ape!

Featured in Siggraph Asia 2013, Adobe Achievement Awards, CG Meetup, It's Art Magazine, and On Animation