

Brian Robison

Animator

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Experience

Infinity Ward (2022-2023)

Expert Animator, Call of Duty: Modern Warfare II

- primarily worked on gameplay animations for 3rd person characters
- implemented new approach for 3rd person melee that allows for full body attack animations layered on top of base locomotion
- trained and provided support to more junior team members
- converted 1st person weapon animations to 3rd person
- helped support 1st person scripted player animations for co-op mode

Insomniac Games (2020-2021)

Advanced Senior Animator, Spider-Man 2

- cinematics and QTE animation including cameras and layout
- gameplay animation for player and AI allies; mostly custom animation sets for specific missions using in-house animset editor

Crystal Dynamics(2019-2020)

Senior Animator, unannounced title

- previsualization of new gameplay systems
- gameplay animation and animation graph implementation
- optimization of player animation graph

Senior Animator, Avengers

- igc animation support

Nvidia (2017-2019)

Lead Animator, various demos

- created gameplay animations for various demos
- set up state machines and implemented animations using Unreal Engine 4(UE4)
- responsible for previsualization, cameras, layout, and animation for several short films created using the sequencer tool in UE4

Infinity Ward (2015-2017)

Senior Animator, Call of Duty: Infinite Warfare

- principal animator for 3rd person multiplayer animations
- created handkeyed animations for robot class

- implemented all multiplayer animations through IW anim scripts
- responsible for updating prior multiplayer animations and systems
- worked with programmers to come up with new animation systems and features
- assisted with some single player scripted moments as well as AI animations and an npc wallrunning system

Kojima Productions LA (2012-2015)

Lead Animator, Metal Gear Online

- learned the animation pipeline thoroughly so I could help adjust player animations and improve the multiplayer experience
- worked with designers and programmers to prototype and modify gameplay mechanics to work better in a player vs. player environment
- created blend trees for new gameplay features
- managed the memory footprint for animation
- co-directed the Metal Gear Online trailer. This trailer was 6 weeks from concept to completion. I worked with concept artists on the storyboards and animatic based on a rough script from our creative director. I then moved on to do previs, blocking, and camera movement. After that I worked on animation which included assigning shots to the other two animators on the team and giving direction and feedback. I also was responsible for controlling the player and camera for almost all of the gameplay captures. I helped out a little bit with the actual editing.

Animator, Metal Gear Solid V

- I helped out the team in Japan a little with both player animations and cutscenes

Naughty Dog (2008-2012)

Animator, Uncharted 4, 2011-2012

- worked on previs and prototypes for set pieces and new gameplay elements

Animator, Uncharted 3, 2009-2011

- worked with designers on creating in-game cinematics (scripted in-game events)
- was in charge of all of the ally npc animation, creating movesets for new characters and updating legacy animations
- directed motion capture sessions for in-game npc animations
- was also in charge of all in-game horse animations

Animator, Uncharted 2, 2008-2009

- worked on scripted in-game cinematics. I collaborated with designers to create sequences that occur during gameplay
- utilized a combination of mocap and keyframe animation

Treyarch, 2008(6 months)

Animator, Spider-Man: Web of Shadows, 2008 (6 months)

- responsible for creating in-game character animations and helping with some cutscenes

- all in-game animation was hand-keyed while cutscenes used a combination of mocap and keyframe

Image Metrics, 2007-2008(4 months)

Animator, various projects

- responsible for facial animation on projects such as Grand Theft Auto IV, Emergent Kinslayer, commercials, and company demos

Naughty Dog, 2007 (4 months)

Animator, Uncharted: Drake's Fortune

- responsible for many of the in-game cinematics, creating key-framed animation and also incorporating motion capture animation where needed
- worked on several shots for the cutscenes, cleaning up motion capture data and key-framing the head, face, and hands

Qualifications

- experience creating realistic and stylized key-frame animation
- ability to animate characters, creatures, vehicles and objects
- experience working closely with programmers and designers
- experience with motion capture editing and clean-up
- thorough understanding of animation principles
- knowledge of camera, film, and editing language and principles

Skills

- Alias/Autodesk Maya - 8 years
- Autodesk 3d Studio Max and Character Studio – 2 years
- Adobe Photoshop – 3 years
- Final Cut Pro – 2 years
- Adobe After Effects – 3 years

Education

- Bachelor of Fine Arts, Character Animation, Academy of Art University, 2007