

DANIEL MOORE – ANIMATOR

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OBJECTIVES

My main objective is to continually improve my skill-set and to be a key member of a talented team. I thrive on creative projects, being surrounded by passionate people, enjoy solving problems and being challenged.

SKILLS

I have rigged and animated objects, vehicles, creatures, aliens and humanoids in various styles of animation, ranging from extremely exaggerated and cartoonish to realistic. I have hand keyed animations and have edited raw motion capture data. I have primarily animated cycles for in-game use, but also have experience animating cinematic cut-scenes and intros.

WORK EXPERIENCE

SENIOR ANIMATOR – SAIC Corporation – Huntsville, AL

July 2019 to Present

- Utilize hand-key and mo-cap data for an unannounced title using Unreal Engine 4.
- Critique other animators' work to keep a consistent level of quality and style.
- Initiated effort to set up improved animation pipeline and best workflow practices.
- Work closely with designers and other artists to achieve the best possible game experience.
- Created animation master list for all animations in game, including complex cover and vault/mantle systems.
- Created naming conventions for all animations in game.
- Created detailed time estimates for all animations in game.

SENIOR ANIMATOR – Hi-Rez Studios – Alpharetta, GA

December 2018 to June 2019

- Utilize hand-key and mo-cap data for Rogue Company, a third person shooter.
- Critique other animators' work to keep a consistent level of quality and style.

ANIMATOR – Blizzard Entertainment – Irvine, CA

September 2017 to October 2018

- Hand-key animated a wide variety of humanoids and creatures.
- Imported and exported animations into the WoW engine.
- Tested animations in-game to assure proper functionality.
- Reviewed other animators' work to make sure appropriate art style is maintained.
- Continually tried to push the World of Warcraft style to 11.

ANIMATOR – Sledgehammer Games – Foster City, CA

January 2017 to August 2017

- Retarget, clean up, and edit raw motion capture data to fit within strict metrics and timing.
- Set up scenes, export and test in-game animations to preserve and push animation quality.
- Direct motion capture actors to capture data to fit the needs of my team's animations.

CONTRACT ANIMATOR – Strength In Numbers Studios – Lansing, MI

May 2016 to September 2016

- Animate characters for a third-person combat game using Unreal Engine.
- Instruct and critique junior members of the animation team to bring the overall quality of work to a new level.

ANIMATOR – Stardock Corporation – Plymouth, MI

February 2014 to April 2016

- Animate all characters, buildings and props for in-game or cinematic purposes.
- Set up and rig characters, buildings and props for in-game or cinematic purposes.
- Work with others to critique and maintain the integrity and quality of work from concept to finish.
- Create and maintain structure for artist files and game assets.
- Learned rigging to help fill skill gap in the company and to keep up with the schedule of production.

CONTRACT ANIMATOR – Stardock Corporation – Plymouth, MI

November 2013 to February 2014

- Animate from home as a contractor. Mainly character animations for PC title (Sorcerer King).

ANIMATOR – Rocket City Studios – Huntsville, AL

October 2011 to May 2013

- Animate all characters (humanoid, multi-legged/unusual monsters), weapons and props.
- Work with other animators to critique and bring animations together to match styles, meet deadlines and bring the most fun possible to the game.
- Assign deadlines to in-house and contracted animators and make sure that they are completed in a timely manner.

ANIMATOR – Torn Banner Studios – Toronto, Canada

October 2010 to May 2012

- Animate all characters, weapons, props and vehicles for Chivalry: Medieval Warfare.

PROJECTS

SHIPPED TITLES

- World of Warcraft: Battle for Azeroth
- Call of Duty: WWII
- Tuebor
- Galactic Civilizations III
- Sorcerer King
- Second Chance Heroes
- Chivalry: Medieval Warfare

UPCOMING PROJECTS

- Rogue Company from Hi-Rez Studios
- World of Warcraft: Shadowlands
- Two unannounced projects from Stardock Corporation

EDUCATION

ANIMATION MENTOR - Diploma in Advanced Character Animation Studies

Graduated March 2010

FULL SAIL REAL WORLD EDUCATION – Associate of Science Degree in Computer Animation

Graduated March 2006