

# TRAVIS CONKLIN - ANIMATOR

732-580-0447 | TRAVIS.R.CONKLIN@GMAIL.COM | WWW.TRAVISCONKLIN3D.COM | LINKEDIN.COM/IN/TRAVISCONKLIN

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10/21 – PRESENT **CINEMATIC ANIMATOR** on God of War: Ragnarok and NDA Projects for Playstation Visual Arts Studio

- Edited and enhanced body mocap for multiple in game cinematics of primary characters and their props for God of War Ragnarok.
- Used proprietary software for Facial Mocap solving as well as additional hand key enhancements for NDA titles.
- Communicated with remote leads and supervisors to deliver shots within budget and to quality standard while keeping continuity across scenes/shots in a multi-animator handled sequences.

03/20 – 10/21 **ASSOCIATE ANIMATOR** on *Remnant: From the Ashes DLC* with Gunfire Games

- Layout artist for converting in-game cinematic previs from Unreal into matching 3DSMAX files for animators.
- Developed workflow standards and practices to update environments, cameras, and characters out of engine to 3DSMAX.
- Animated humanoid characters and creatures for cinematics using mocap data and hand keyed techniques.
- Created player movement animation sets for multiple equipped weapon variations.
- Animated enemy combat abilities, movement sets, idle animations, and cloth simulations.
- Operated Perception Neuron motion capture system during in house performances.
- Collaborated with the design team to ensure functionality and quality standards were met.

08/17 – 12/19 **ANIMATOR** on *Star Citizen* with Cloud Imperium Games

- Animated mocap for multiple mission givers, player emotes, NPC interactable, & cinematic trailers.
- Created home poses and flow graphs for mission givers, player emotes, and idle states.
- Implemented animations into the Lumberyard engine using the Mannequin Animation Editor.
- Operated Motive motion capture system, including its actors, props, data streaming, and set design.

09/19 - 10/19 **ANIMATOR** on *The Predator: Hunting Grounds* with Illfonic

- Enhanced mocap animations for Predator weapon kills and corresponding human deaths using MotionBuilder.

01/17 - 01/17 **VOLUNTEER GLOBAL GAME JAM 2017** with Indienomicon

- Provided creative feedback and software support to teams regarding modeling, rigging, and animation.
- Assisted with onsite equipment management for attendees to ensure all technical needs of participants were met.

04/16 - 07/17 **TEACHING ASSISTANT** with The Digital Animation & Visual Effects School

- Mentored students 1 on 1 in the areas of modeling, rigging, and animation.
- Coached student on the principles of animation and rigging to ensure student success and growth.

07/15 - 09/15 **ANIMATOR** on *The Thief of Always* a Regional Emmy Winning short  
with The Digital Animation & Visual Effects School

- Animated character lip sync and body performances.
- Assisted with tasks in Environment modeling and compositing to integrate 3D assets.

## SOFTWARE

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Maya, MotionBuilder, 3DS MAX, Unreal Engine, Red9, Premiere, Photoshop, Motive, Lumberyard, Modo, Nuke, Shotgrid, Jira

## EDUCATION

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09/15 **VFX Certification**, *The Digital Animation & Visual Effects School*

06/11 **Bachelors of History**, Rutgers, The State University of New Jersey - New Brunswick

12/08 **Associates of Liberal Arts**, Brookdale Community College