

TRAVIS CONKLIN - ANIMATOR

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Skills

- 6 years of experience as an animator working with Cinematic and Gameplay animations
- Crafted body and facial animation using motion capture and hand-keyed techniques for cinematics for humanoid and creature characters.
- Animated gameplay for combat, movement, and interactable sets coordinating with design and animation leadership.
- Knowledgeable of animation pipeline including basic rigging, skinning, modeling, and implementation into game engines such as Unreal engine 4.0, 5.0, and Lumberyard with a passion for expanding my skill base across disciplines
- Operator of Motive and Perception Neuron motion capture systems including system set up/assembly, marking of actors, props assistant, motion captor actor, and stage environment creation.
- Ability to collaborate with the design, animation, and other departments to ensure functionality, quality, and creative standards are met during implementation as well as problem solve any issues that arise.
- Basic understanding of Blueprints and State Machines in Unreal Engine.
- Mentored students 1 on 1 in the areas of animation, modeling, rigging, and compositing while a Teaching assistant.
- Self-sufficient problem solver with an eye for detail, soft skills, passion for gaming, and a drive to constantly improve.

Employment History

10/21 – 12/23 | **Playstation Visual Arts** | God of War: Ragnarok, MBL The Show 23, and multiple unreleased titles
03/20 – 10/21 | **Gunfire Games** | *Remnant: From the Ashes Subject 2923 DLC and Remnant 2*
08/17 – 12/19 | **Cloud Imperium Games** | *Star Citizen*
09/19 – 10/19 | **Illfonic** | *The Predator: Hunting Grounds*
04/16 – 07/17 | **Digital Animation and Visual Effects School** | Tutor/ Teaching Assistant for Animation
07/15 – 09/15 | **Digital Animation and Visual Effects School** | *The Thief of Always* a Regional Emmy Winning short

SOFTWARE

Maya, Motion Builder, 3DS MAX, Unreal Engine, Lumberyard, Premiere, Photoshop, Nuke, Motive, Xsens Studio Library, Red9, Proprietary Face Solving Tools, Shotgrid, Jira, Jali

EDUCATION

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