

Daniel Paul

Senior Animator
captainkeyframe@gmail.com
[Find me on LinkedIn!](#)

Summary

Highly skilled and experienced Senior Animator with a strong background in creating captivating animations for various projects. Proven track record of working with renowned studios and delivering exceptional results. Committed to pushing the boundaries of creativity and delivering outstanding visual experiences.

Skills

- Experience working with bipedal and quadrupedal characters
- Experience using motion capture
- Experience dealing with high density shots with high character volume
- Proficiency with Maya and Photoshop
- Effective communicator and experienced instructor

Experience

Senior Animator | Steamroller Studios / The Third Floor | January 2024 - Present (7 mos)

- Contributed animation to the feature film *Badlands*
- Contributed early pre-production exploration of main character movement via reference footage
- Relied on to help team members with acting reference for subtle close-up shots
- Tools used: Maya, Da Vinci Resolve, ShotGrid, SyncSketch, Keyframe Pro

Animation Instructor | AnimSchool.com | Jul 2019 – Present (4 yrs 1 mo)

- Mentoring and guiding students in the art of animation
- Fostering their growth and skill development
- Teaching Introduction to Animation and Body Mechanics
- Tools used: Maya, SyncSketch

Senior Animator | Meta | Dec 2022 - Sept 2023 (10 mos)

- Creating animation products for cross function networks in VR and for Meta's family of apps
- Pushing the quality bar of Meta Avatars
- Providing valuable feedback for ongoing tool and pipeline development
- Delivering high quality animation under tight deadlines to meet Engineering requirements
- Working with motion capture and hand key animation and testing on device

→ Tools used: Maya, Photoshop, Meta Proprietary Tools, After Effects, Premiere, Meta Quest 2

Senior Animator | Blizzard Entertainment | Sep 2020 – Dec 2022 (2 yrs 4 mos)

- Created stunning in-game and pre-rendered cinematic animation for highly anticipated games, including *Overwatch 2*, *World of Warcraft 10*, and *Diablo 4*
- Imported and cleaned up Motion Capture for *Diablo 4* cinematics with high character volume
- Tools used: Maya, HumanIK

Senior Animator | L'Atelier Animation Inc. | May 2020 – Sep 2020 (5 mos)

- Contributed animation to the feature film *Fireheart*
- Tools used: Maya

Senior Animator | The Sequence Group | Sep 2019 – May 2020 (6 mos)

- Contributed cinematic animation to the game *Disney's Mirrorverse*
- Created character run cycles
- Tools used: Maya

Senior Animator | Digital Domain | May 2019 – Sep 2019 (5 mos)

- Created shot animation for the second season of *Lost in Space*
- Cleaned up motion capture animation and layered in hand key animation as needed
- Created pre-production character animation tests for *Chaos Walking*
- Tools used: Maya, HumanIK

Senior Animator | Reel FX | Apr 2019 – May 2019 (2 weeks)

- Delivered high quality marketing animation for the feature film *Scoob!* in two weeks
- Tools used: Maya

Senior Animator | Sony Pictures Imageworks | Dec 2018 – Apr 2019 (5 mos)

- Contributed animation to the feature film *Angry Birds 2*
- Tools used: Maya

Animator | Sony Pictures Imageworks | Nov 2017 – Nov 2018 (1 yr 1 mo)

- Contributed animation to the critically acclaimed *Spider-Man: Into The Spider-Verse*
- Tools used: Maya

Animator | Blue Sky Studios | Feb 2016 – Aug 2017 (1 yr 7 mos)

- Contributed animation to the feature film *Ferdinand*
- Tools used: Maya

Lead Animator | Electronic Arts | Oct 2015 – Feb 2016 (5 mos)

- Led a team of 7 animators for *FIFA 17's "The Journey"* story mode
- Established quality metrics and created ROM animation used to train FaceWare face tracking
- Directed Motion Capture Shoots and worked with actors for Story Mode features
- Tested animations in Maya and Frostbite
- Tools used: Maya, FaceWare, Motion Builder, Frostbite, Perforce, Photoshop

Lead Facial Animator | Electronic Arts | Oct 2014 – Oct 2015 (1 yr 1 mo)

- Responsible for facial animations in *FIFA 16*
- Created primary facial animation set used on over 10,000 characters in game
- Created preliminary animation for female characters
- Tools used: Maya, FaceWare, Motion Builder, Frostbite, Photoshop

Facial Animator | Electronic Arts | Feb 2014 – Oct 2014 (9 mos)

- Created facial animation for *FIFA 15*
- Tested animation in game
- Tools used: Maya, FaceWare, Motion Builder, Frostbite, Photoshop

Animator | MPC | Jan 2014 – Feb 2014 (2 mos)

- Contributed to the animation of *Edge of Tomorrow*
- Tools used: Maya, RV

Animator | Bardel Entertainment | Oct 2012 – Sep 2013 (1 yr)

- Created animations for Nickelodeon's *TMNT* Season 1 & 2
- Tools used: Maya

Animator | Google | Feb 2013 – Jul 2013 (6 mos)

- Played a key role in the Augmented Reality short film *Windy Day* directed by Jan Pinkava
- Worked directly with Engineering to align and fine tune narrative beats with user experience
- Tested all animations on device
- Tools used: Maya, Motorola Device

Education

Academy of Art University

- Associate of Arts - AA, Animation and Visual Effects

Animation Mentor

- Certification in Character Animation

Vancouver Film School

- Certificate in Animation and Visual Effects