

## LUCAS CARNES

LucasCarnes@gmail.com

LucasCarnes.com

### SUMMARY

10+ years of quality-driven, character animation experience. Proven history of learning/improving pipelines, & teaching them to others. Considers the entire scope of work while delivering results. Ability to creatively find solutions for game productions from 3 month value games up to \$100M budgets, and manage thousands of digital assets, working with multi-disciplined teams. Recipient of multiple awards for outstanding performance. Career supported by a **Bachelor of Science in Media Arts and Animation** (Graduated with Honors) from **The Art Institute of California, Los Angeles**.

### PROFESSIONAL EXPERIENCE

#### **NIGHT DIVE STUDIOS** – *System Shock* (PC)

May-July 2017

A small, remote developer making games from older intellectual properties.

##### **Lead Animator, Contractor**

Managed animator and rigger, created asset tracking docs, and researched rigs for animation sharing

#### **VISIONARY REALMS** – *Pantheon* (PC)

April-May 2017

A small, remote developer made up of creators from *EverQuest* creating a new fantasy MMORPG.

##### **Animator/Rigger, Contractor**

Worked with team to create a rig and animations for retargeting to characters of different proportions

#### **RED 5 STUDIOS** – *FireFall* (PC)

2010 – 2015

A developer dedicated to creating a AAA Massive Multiplayer Online Shooter played world wide.

##### **Lead Animator** (2013 – 2015)

Managed 3 - 5 Animators, supporting 1 - 4 multi-disciplined teams with flexible scheduling, while continuing own asset creation responsibilities & research and development of animation pipeline

- Encouraged teamwork with regular animation meetings, information sharing, critiques, and mentorship
- Improved outsourcing partnership with Liquid Development, increasing quality of work through weekly meetings to critique modeling to existing rigs and animation
- Organized file structure and created naming conventions to improve efficiency in locating assets
- Developed animation network templates and shared with other Animators for rapid integration
- Prototyped a procedural facial expression system to overlap with existing procedural lip sync animation
- Led around 4 multi-disciplined feature teams of 3-12 Animators, Programmers, FX artists, Quality Assurance, Designers, Concept Artists, UI designers, and Modelers

##### **Senior Animator** (2010 – 2014)

Created character animations, animation networks, Puppetshop rigs, & animation-sharing pipeline allowing a small team to produce a large amount of unique-looking assets

- Developed and maintained the animation networks for most characters
- Learned and implemented various animation network techniques in Morpheme, including additive anims, partial anims, overriding anims, aiming IK, and randomization
- Converted, created, and maintained assets for animation/rig sharing, with Modelers and Designers, saving thousands of animations and allowing more character variety
- Led a collaborative effort with 9 Artists, Designers, and Programmers to optimize existing player character assets into a “handhold” system, allowing different weapons to be used with the same animations
- Restructured 8 player animation networks into one for significant optimizational gains

## ERIC GEISLER PRODUCTIONS

2010

A multifaceted, Emmy nominated, VFX studio working with top studios in film and television.

### TITLES

*iPredator* (National Geographic documentary),

*Sports Science* (ESPN and CBS Dancing With the Stars interstitial series)

### Lead Animator (2010)

Managed up to 5 Animators, polished motion capture, character/camera animation, schedules, and creative planning to get projects back on schedule

- Promoted to Lead Animator within the first week of employment
- Acquired overdue project and creatively managed it back on schedule while leading new project

## 7 STUDIOS

2005 – 2009

A developer of Activision that partnered with HBO, Marvel, DreamWorks, Bruckheimer Films and others, shipping multiple million-unit sellers.

### TITLES

*Space Camp* (Wii), *Scratch* (PS3, Xbox360), *9* (PS3, Xbox360), *Six Flags: Fun Park* (Wii),

*Fantastic Four: Rise of the Silver Surfer* (Wii, PS2), *The Sopranos: Road to Respect* (PS2)

*Pirates of the Caribbean: The Legend of Jack Sparrow* (PS2)

### Lead Animator (2008 – 2009)

Managed up to 5 Animators. Created animations, simple rigs, and animation networks

- Advanced from Entry Level to Lead within 3 years
- Researched and developed the animation pipeline
- Initiated brainstorming with over 12 Designers, Programmers, and Modelers to problem-solve and apply solutions as necessary, ensuring the highest quality of animation
- Created easy to navigate naming conventions and file directories

### 3D Animator (2005 – 2008)

Created convincing realistic and stylized animations for a wide range of characters

- Selected to create morph targets for facial animation and mentored 3-5 Modelers on the process
- Assigned to create proof of concept animatics that were presented to the Studio's Publisher, matching closely to the "end look" of the game
- Self-taught rigging in 3DS Max and developed a simple, flexible, and reliable rigging method
- Taught rigging method to Animators, which became part of the animation pipeline

## TECHNICAL SKILLS

**Technical:** 80+ WPM touch typing, 3D Studio Max, Maya, Natural Motion's Morpheme, Microsoft Office/Google Docs, Perforce, AlienBrain

**Artistic:** Traditional Sculpting in Sculpey, Traditional 2D Animation, Traditional Painting, Digital Painting

## VOLUNTEER EXPERIENCE

Mock Interviewer Volunteer at Hire Heroes USA Workshop – Schoefield Barracks, HI - 2015

Surfrider Foundation Beach Clean Up – Huntington Beach, CA - 2015

## OTHER ACHIEVEMENTS

AICLA, Earth Day Animation Competition - Platinum Prize Winner

Valencia Industrial Association Website Contest - 1st Place Team Member

Finalist in several International Video Game Competitions

Chevrolet Cavalier National Commercial, Directed by Eric Saarinen

Kept four newts, tiger lotus, & population of shrimp in Walstad method aquarium since 2011