

MAX ANTINONE

ANIMATOR

E: mantinone@gmail.com | Reel: mantinone.com/animator

SKILLS

Maya • Motion Builder • 3DS Max • Unity • Unreal Engine 3 • Unreal Engine 4 • Keyframe Animation • Motion Capture Animation • Character Rigging • Dynamic simulation • C# • JavaScript • Python • Perforce • Git and Github

RELEVANT EXPERIENCE

VISUAL CONCEPTS - 2K GAMES NOVATO | Contract Animator, March 2015 - October 2015

- Edited Motion Capture animation for dozens of characters in a fast-paced environment.
- Worked in-engine to adjust animations for custom characters of variable sizes.

VARIOUS STUDIOS, INCLUDING HOUSE OF MOVES | Freelance/Contract, 2013-2014

- Did motion capture cleanup as well as human and vehicle animation in MotionBuilder and Maya
- Rigged and animated a variety of human and non-human characters in 3DS Max and Maya

TIMEGATE STUDIOS, SUGAR LAND, TX | Animator, February 2012 - December 2012

- Gameplay, Cinematic, and Environmental animations for Aliens: Colonial Marines.
- Helped develop gameplay and monster animations for original IP, Minimum.

PENDULUM STUDIOS, SANDIEGO, CA | Animator, September 2010 - October 2011

- Developed cinematic cutscenes and trailers for Red Faction Armageddon, Thor and Captain America
 - Worked extensively editing mocap in Motion Builder, and with facial mocap system in Maya.
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EDUCATION

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY (FIEA) | 2009-2010

University of Central Florida

Master of Science in Interactive Entertainment.

- Helped lead a team of three other artists for pre-production on semester-long capstone game project
- Created assets and animations for, and helped design games in Flash, XNA Game Studio, Unity and Gamebryo

WILLAMETTE UNIVERSITY, SALEM, OR | 2004-2008

Bachelor of Fine Arts, Minor in computer Science

OTHER EXPERIENCE

JR. LEAD AND DATA IMAGERY EDITOR | 2020 - 2021

- Assisted with training of new hires and future leads, maintained documentation and helped organize team.
- Fixing automated 3D data, worked in fast paced team environment, quickly learning other projects where required.

LEARNERS GUILD, OAKLAND, CA | 2016-2017

- Ten month intensive JavaScript web development program
- Worked in teams with SQL and various JS technologies to build a variety of web applications.

GDC CONFERENCE ASSOCIATE | Volunteer position, March 2014, 2015, and 2016

- Managed crowds, checked badges at talks, helped speakers with presentations, answered attendees questions, and helped solve unexpected problems.