Stephen Phillips
Senior Animator

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Experience

Senior Animator
Halon Entertainment - Los Angeles, CA | *July 2022 - August 2024*
Project: *Fortnite Battle Royale*
- Created in-game animations for playable characters in *Fortnite Battle Royale* using keyframing techniques.
- Collaborated with the design team to create character animations that aligned with the personalities of both unique and IP specific characters.
- Imported and tested animations within *Unreal Engine* to ensure quality and performance.
- Developed instructional material for junior artists and led a small team to create an animation conversion workflow.

Cinematic Animator
Sony Interactive Entertainment - Remote | *November 2021 - June 2022*
Project: *The Last of Us: Part I*
- Cleaned up body and face performance capture for in-game cinematics.
- Delivered high-quality, polished character animations for AAA cinematic sequences.
- Worked with the narrative and design teams to ensure seamless integration of animations within gameplay and storytelling.

Previs Shot Creator
The Third Floor Inc. - Los Angeles, CA | *August 2020 - November 2021*
Project: *Thor: Love and Thunder*
- Created previsualization camera layout and character animation for the film.
- Utilized *Unreal Engine's* sequencer tools to craft previs sequences, incorporating lighting and effects.
- Handpicked for a select team sent to Australia to work directly with the VFX supervisor, ensuring their creative vision was communicated to the LA-based team.

Gameplay Animator
Counter Punch Studios - Remote | *March 2020 - August 2020*
Project: *Crash Bandicoot 4: It's About Time*
- Animated characters and NPCs using keyframing to create snappy, stylized animations fitting the game's aesthetic.
- Worked efficiently under tight deadlines from ideation and reference gathering to final polish.

Cinematic Animator

Sony Interactive Entertainment - San Diego, CA | *September 2018 - March 2020*
Projects: *The Last of Us: Part II*, *Marvel's Avengers*
- Cleaned up body and face performance capture for AAA game cinematics.
- Produced high-quality character animations and tested in-game cinematic sequences within the engine.
- Contributed to pivotal story sequences that were praised for their emotional depth and character performance.

Previs Shot Creator

The Third Floor Inc. - Los Angeles, CA | *March 2017 - September 2018*
Projects: *Captain Marvel, Avengers: Infinity War, Transformers: Bumblebee, Christopher Robin, Spider-Man: Homecoming*
- Completed previsualization camera layout and character animation for films.
- Collaborated with fellow artists to craft dynamic action sequences and gained experience in camera framing, lighting, editing, and post-vis techniques.

Cinematic Animator

Counter Punch Studios - Los Angeles, CA | *July 2015 - March 2017*
Projects: *Injustice 2, Mafia 3, NBA: 2K16*
- Focused on face performance capture cleanup for AAA game cinematics using Faceware Retargeter.
- Delivered high-quality animations under tight deadlines, meeting quota requirements.
- Mentored junior artists to improve their workflows and ensure consistency in quality.

Freelance Animator

Los Angeles, CA | *November 2013 - June 2015*
Clients: *Halon Entertainment, Art Bully Productions, Pure Imagination Studios, Art + Science Labs, Jib Jab Media*
Projects: *Evolve, SOMA, Sonic Boom: Fire & Ice*
- Provided animation, rigging, and layout services for gameplay and cinematics.
- Animated character locomotion, polished performance captures, rigged characters, and handled layout for in-game sequences.

Animation Intern

Gearbox Software - Plano, TX | *July 2013 - October 2013*
Project: Borderlands 2
- Created gameplay character animations for DLC content.
- Gained experience using 3DS Max to produce high-quality character animations.
- Assisted in prototyping character animations and gameplay mechanics for *Battleborn*.

Skills

- **Animation:** Keyframe Animation, Motion Capture Cleanup/Polish, Previs and Layout
- **Software:** Autodesk Maya, Unreal Engine, Faceware Retargeter, 3DS Max, Motionbuilder, Photoshop, Premiere, After Effects, Jira, Perforce

Education

Ringling College of Art & Design - B.F.A. Computer Animation | *August 2009 - May 2013*
- Thesis short film, "Scoutin' for Skunk-Ape!" was featured in Siggraph Asia 2013, Adobe Achievement Awards Finalist 2013, CG Meetup, It's Art Magazine, and On Animation