

Contact:

Scott Marshall
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Work History:

• Vicious Cycle Software, Inc.

Morrisville, NC
March 2006 - Present

Animator:

- Created keyframed animation and modified mocap data in 3dsMax and Motionbuilder
- Created advanced custom 3dsMax rigs for use in game engine
- Wrote Maxscripts to enhance workflow
- Worked closely with art team to produce professional animation in short development cycle
- Mentored other animators, interns
- Worked well under strict deadlines and modified animation according to critique

Shipped Titles:

"Matt Hazard: Blood Bath and Beyond" - Xbox Live Arcade and Playstation Network - Shipped January 2010

"Eat Lead: The Return of Matt Hazard" - Xbox360 and PS3 - Shipped March 2009

"Ben10: Alien Force" - PS2, Wii, PSP - Shipped October 2008

"Dead Head Fred" - PSP - Shipped August 2007

"Flushed Away" - GC and PS2 - Shipped 2006

• Pearson Digital Learning

Mesa, AZ
November 2004 - December 2005

Animator:

- Created keyframed animation in 3dsMax
- Cleaned up rendered vector frames in Flash
- Kept up with heavy workload as 1 of only 2 animators
- Worked well under strict deadlines and modified animation according to critique

Projects: (Edutainment Games made for CA school districts):

"SuccessMaker 2.0 Next Generation" - PC

"Triumph" - PC

"SuccessMaker 1.5" - PC

Education and Training:

• The Art Institute of Phoenix

Bachelor of Arts in Game Art and Design
"Best Portfolio" Award in Game Art and Design
July 2001 - July 2004

• East Valley Institute of Technology

Certificate in Digital Imaging and Animation
August 2000 - May 2001

Skills:

- Advanced Knowledge of 3dsMax, Motionbuilder, Photoshop, After Effects.
- Working Knowledge of Maya, Illustrator, Premiere.
- Specializes in 3D character animation: FK/IK motion, with strong understanding of the principles of traditional animation.
- Capable of creating advanced rigs for game characters for exporting into a game engine.
- Knowledge of Maxscript to create tools to eliminate repetitive tasks.
- Strong ability to work as part of a team or individually.
- Immediate sense of responsibility and able to work well and quickly under deadlines.
- Able to modify art from criticism and direction from a lead and art director.

References:

Available upon request.