

CHRIS MAGOVERN

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OBJECTIVE

To obtain a position as a 3D animator.

SKILLS

- Maya, 3D Studio Max, Unreal 3, Unity, Motion Builder, Photoshop, After Effects, Premiere, Flash MX.
- Character animation for multi platform video games (PS4, PS3, PS Vita, iOS, Xbox 360, Wii & PC)
- Knowledgeable/capable of the entire animation pipeline from concept to rendering.
- Highly skilled performer with over 15 years of dance training and stage acting ability.

EMPLOYMENT HISTORY

Artillery Games, Palo Alto, CA 2014 - 2016

Senior Animator

Guardians of Atlas - (PC, Mac)

- All animation in Guardians of Atlas
- Rigged and animated a total of 104 characters/creatures, plus a handful of structures and misc props.
- Worked closely with design and concept to flesh out each character's abilities/personality
- Managed the text based animation graphs for all characters.

Dynamighty, San Francisco, CA 2013 - 2014

Character Animator

CounterSpy - In Development (PS4, PS3, PS Vita, iOS, Android)

- All in-game character animations for the entire project... includes the Spy and enemy guards.
- Working closely with designers and gameplay programmers to create each character's move set.
- Helped import characters and set up interactable objects, cameras & various settings within the Unity engine.
- Worked w/ designers and programmers to balance anim responsiveness for console vs mobile touch controls.

Sanzaru Games, Foster City, CA 2011 - 2012

Character Animator

Sly Cooper: Thieves in Time (PS3, PS Vita)

- Character animation on most of the characters in the Sly Cooper Universe.
- Cinematics(including camera work) and In-Game animations for an entire episode of the game.
- Worked closely with gameplay programmers to create fun gameplay, including Boss Fight animation.
- Worked with xml/scripts to hook up new animations/cinematics in the game.

Spicy Horse, Shanghai, China 2010 - 2011

Senior Cinematic Animator

Alice: Madness Returns (PS3, Xbox 360, PC)

- Responsible for all 40+ cinematics in the game using Unreal 3's 'Matinee'.
 - Includes setting up all Camera Shots and Animating Characters.
- Cinematic and In-Game key frame animation, including Enemy Intros and Combat Animation.
- Mocap Acting, Mocap Cleanup and Implementation.
- Setting up and implementing In-game scripted event sequences using Unreal 3's 'Matinee'/'Kismet'.
- Facial animation using Unreal 3's 'Face FX'.

Luxoflux/Activision Blizzard, Santa Monica, CA 2007 - 2010

Animator

***Transformers 2: Revenge of the Fallen* (PS3, Xbox 360)**

- Character animation on each of the 20+ robots for the game.
- Cinematics(including camera work), In-Game and Multiplayer animations.
- Created many of the robot transformation animations.
- Worked closely with gameplay programmers to create new game mechanics.
- Worked "under the hood" of the animation system to blend/branch animations together.

***Kung Fu Panda* (PS3, PS2, Xbox 360, Wii, PC)**

- Character animation on all characters for the game. In-game and Multiplayer.
- Created high action Cinematics and Quick Time Event sequences. Fight choreography.

Electronic Arts, Redwood City, CA 2006

Animator

***The Sims Pets* (PS2)**

- Character animated dogs, cats and Sims for the game.
- Worked with gameplay programmers to hook up many of the animations in the game.

Ex'pression College for Digital Arts, Emeryville, CA 2005

Animation Lab Instructor

- Facilitated, answered questions & provided constructive criticism to animation students.

New Pencil, Sausalito, CA 2005

Animator

***Gods and Heroes: Rome Rising* (PC)**

- Animated animal walk/run/attack cycles for the game.

Tsunami Visual, Fremont, CA 2005

Lead Artist / Animator

***Prison Break* (Tsumo Arcade Console)**

- Created most of the models, rigs, textures, and character animations for the game.
- Used Torque Game Engine to build out the terrain and lay out the environment.

Double Fine Productions, San Francisco, CA 2004 - 2005

Animator

***Psychonauts* (Xbox, PS2, PC)**

- Character animation on various pre-rendered Cinematics.
- Responsible for all in-game facial animation.

EDUCATION

Ex'pression College for Digital Arts, Emeryville CA 2004

- Bachelor's of Applied Science in Digital Visual Media program

University of California, Irvine, Irvine, CA 2000 - 2002

- Major: Dance

ACHIEVEMENTS AND SPECIAL TRAINING

- Dan Mason, personal mentor - Senior Animator, Pixar **2004**
- Peer Mentor for New Students - Ex'pression College for Digital Arts **2004**