

STEVEN RAY

3D Animator

www.stevenrayanimation.com

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EDUCATION

Ringling College of Art and Design: Sarasota, FL
B.F.A. in Computer Animation, May 2013
Pre College Perspective, summer of 2008

**New Orleans Center of Creative Arts
(NOCCA),** New Orleans, LA
Media Arts, Honors, 2007-2009

AnimSquad: North Hollywood, CA
12-week online animation class

PRODUCTION EXPERIENCE

Animator: Sony Interactive Entertainment, San Diego, CA **July 2018 – Mar 2020, Jul 2020 – Present**

- Extensive motion capture cleanup for cinematics in AAA games including **Death Stranding**, **Last of Us Part 2**, and full hand key animation for **Ratchet and Clank: Rift Apart**
- Work with facial solves to create photo-real facial animation

Animator: CounterPunch Studios, Los Angeles, CA **April 2020 – June 2020**

- Hand keyed gameplay animations for **Crash Bandicoot 4: It's About Time**

Associate Animator: Sledgehammer Games, Foster City, CA **June 2017 – June 2018**

- Responsible for facial and body motion capture clean up of interactive NPC characters in multiplayer hub of **Call of Duty: WWII**
- Animation clean up for emotes used by players in multiplayer

Animator: TinyCo, San Francisco, CA **April 2016 – June 2017**

- Animated several in game actions for Marvel comic book characters for the mobile game **Avengers Academy**
- Applied creative ideas for how Marvel characters would behave or react in game
- Worked with Content Engineers to deliver exports using proprietary export plug-ins

Freelance Senior Animator: Mode Select, Santa Monica, CA **September 2015 - February 2016**

- Animated cartoon characters for a 4D children's educational movie shown at Fair Oaks Farms, Indiana
- Characters included biped and quadruped anthropomorphic animals such as cows and beavers
- Assisted with layout for a handful of sequences

COMPUTER SKILLS/HONORS

President's List for the Fall semester of 2012 with 3.87 GPA

Best of Ringling, Senior Thesis, *Song of the Knight*, chosen 2013

Best of Ringling, two animations chosen 2011

Advanced proficiency in Adobe Photoshop, Premiere, and Animate and Autodesk Maya