ALAN O'BRIEN

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SENIOR ANIMATOR

Video game industry veteran with experience in both keyframe and motion capture animation. Strengths include generating high quality key frame animations for use in a variety of video game genres and designing animation pipelines to transfer data from motion capture studios into game engines. Skilled at generating high quality animations for both in game and cinematic situations. Proven leader and mentor who can train senior and junior staff in use of animation software.

TECHNICAL SKILLS

Animation Software   Maya, Motion Builder, 3D Studio Max's Character Studio
Gaming Platforms   Xbox360, PS3, PS2, PSP, Xbox, PS1 and PC.
Misc. Software: Soft Image XSI, Face Robot, Adobe Photoshop, Premier, Unreal Engine, Microsoft Excel

INDUSTRY EXPERIENCE

Rockstar Games - San Diego California
Senior Cinematic Animator (Cinematic animations)   2009-Present

High Moon Studios - San Diego California
Senior Staff Animator (In-Game and Cinematic animations)   2008-2009

Sony Computer Entertainment - San Diego California
Lead Contract Animator (Cinematic animations)   2006 - 2007
Senior Staff Animator (In-Game animations)   2004-2005
Senior Contract Animator (Cinematic animations)   2004

Midway Games - San Diego California
Senior Contract Animator (In-Game and Cinematic animations)   2005
Senior Staff Animator (In-Game animations)   1998 - 2002

Black Mountain Games - San Diego California   2004
Lead Contract Animator (In-Game animations)

Diversion Studios - San Diego California
Lead Staff Animator (In-Game and Cinematic animations)   2003

Adrenalin Entertainment - Los Angeles, California
Senior/Lead Staff Animator (In-Game animations)   1995-1998

RECENT ACCOMPLISHMENTS

- 2012 – Guest speaker at High Tech High School, San Diego, CA. Discussed career path from high school, through college into the game industry.
- 2011 - Guest speaker at Syracuse University. Discussed how to obtain, maintain and succeed in a game industry related career.
- 2011 – Guest speaker at Seton Hall University.
- 2009 - Mentored senior animators at High Moon Studios to advance their use of Motion Builder software for purposes of editing motion capture data.
- 2009 - Developed standard of use of Face FX software being incorporated into the Unreal Engine at High Moon Studios for in-game facial animation.
- Assisted in the research of facial animation using Face Robot for Soft Image software to establish standard of use at Sony Computer Entertainment's Cinematics department.
- Helped develop animation pipeline for Sony to bring facial animation into Maya using Image Metrics facial capture data, and marrying it with Motion Builder motion capture body data into Maya software for in-game cinematics.
- Led a team of 12 animators to produce all of the in-game cinematics for 2 "SOCOM" titles while at Sony Computer Entertainment. Directed the quality of animation, managed and tracked the team's schedule, tracked the animation files being produced, and established the pipeline for data flow from the motion capture studio into the final renderable scenes.
- Co-directed and produced motion capture shoot for "Gravity Games-Bike" at Midway Games. Secured off-site location, found technicians to run motion capture equipment, coordinated the building of set with ramp builders and riggers to install cameras. Developed animation move lists for use during shoot. Also developed the pipeline for the data flow from captured motion data into Motion Builder through Maya and exported into the game engine.

TEACHING EXPERIENCE

Art Institute of San Diego - San Diego California

Adjunct Professor   2005 - 2010

Mira Costa College - Oceanside California

Adjunct Professor   2008 - 2010

ITT Technical Institute - San Diego California

Adjunct Professor   2004

EDUCATION

Master of Arts - Computer Animation
William Paterson University - Wayne, New Jersey

Bachelor of Arts - Computer Graphics and Film
Seton Hall University - South Orange, New Jersey

RELEASED TITLES

Ten Pin Alley	1995	*SOCOM: CA, FTB*	2006
Brunswick Circuit Pro Bowling	1996	*Lair*	2007
Brunswick Circuit Pro Bowling 2	1997	*Warhawk*	2007
NFL Blitz 2000	1999	*Bourne Conspiracy*	2008
Gravity Games - Bike	2002	*Red Dead Redemption*	2010
Freaky Flyers	2003	*Undead Nightmare*	2010
Twisted Metal – Head On	2004	*L.A. Noir*	2011
Sly Cooper 2	2004	*Max Payne 3*	2012
MLB 2006	2005	*Grand Theft Auto 5*	2013
Gauntlet – Seven Sorrows	2006		