Caspian Iwasaki-Delacroix

3D Character Animator

Denver, CO · caspian.iwasakidelacroix@example.com · (720) 555-0190 · Reel · LinkedIn · ArtStation

SUMMARY

3D character animator with 5 years in feature-quality series and games, credited on 2 animated series and 1 shipped console title. Delivers about 4 seconds of polished body and facial animation a week in Maya, works from layout through final polish and takes director notes in dailies without slowing the schedule.

EXPERIENCE

Animator — Wobbly Heron Animation Studio

Denver, CO · May 2022 – Present

- Animated 140 shots across 2 seasons of a 3D children's series, averaging 4 seconds of final footage a week in Maya.
- Hit 100% of shot deadlines on season 2 while taking an average of 2 rounds of director notes per shot.
- Built a library of 35 reusable walk, run and idle cycles for 6 main characters, saving layout artists about a day per episode.
- Mentored 3 junior animators on body mechanics, reviewing their blocking passes twice a week.

Gameplay Animator — Quarry Hill Games

Boulder, CO · Jun 2020 – Apr 2022

- Created 220+ gameplay animations for 4 playable characters in a console action game, integrated in Unreal Engine 5.
- Reworked 18 combat attacks after playtests, cutting the average wind-up by 4 frames so controls felt more responsive.
- Cleaned up 60 motion capture takes a month in MotionBuilder for 3 cinematic sequences.

SKILLS

Animation: Body mechanics, acting and lip sync, facial animation, cycles, creature animation, camera animation

Software: Autodesk Maya, MotionBuilder, Unreal Engine 5, Blender, ShotGrid, Adobe After Effects

Pipeline: Layout to final polish, mocap cleanup, rig feedback, version control with Perforce

Collaboration: Dailies and director notes, working with riggers, layout and lighting teams

CERTIFICATIONS

Animation Mentor Character Animation Program (graduate)

EDUCATION

B.F.A., Animation, Rocky Mountain College of Art and Design, 2020

Fictional example by FindAJobAI: the person, employers and numbers are invented.