

Kenneth Greenblatt

Animator

[Demo Reel – www.KennethGreenblatt.com]

[Email – KennethDGreenblatt@msn.com]

Technical Skills

Key-frame Animation, Motion capture editing, drawing/storyboarding

Maya, Motion Builder, Photoshop, Illustrator

Microsoft Word (word processing), Excel, PowerPoint, Perforce, Shotgun

Experience

Gameplay Animator – Electronic Arts (EA Tiburon) – Orlando, FL

Jan'19 – Mar'23

- Edit/Clean Motion Capture data for Madden 20, 21, 22, 23, 24. (AAA Title)
- Cleaned up Motion Capture data for PGA Tour.
- Re-time, blend, edit, mix, and match animations through Story Mode (Motionbuilder)
- Created signature super star animations for cover athlete Patrick Mahomes
- Worked exclusively on gameplay team, in proprietary animation software
- creating/editing databases and state machines
- formatting animations to be 'game ready' through proprietary software
- Worked closely with TA to develop new proprietary tools for animation team
- Worked in 'Sprint' style production environment
- Worked within Perforce, JIRA, and ShotGrid for asset management and iteration control

Gameplay Animator – Electronic Arts (EA Tiburon) – Orlando, FL

Oct'17 – Aug '18

- Edit/Clean Motion Capture data for Madden 19 and Madden 20 (AAA Title)
- Re-time, blend, edit, mix, and match animations through Story Mode (Motionbuilder)
- Worked on signature animation for players like Tom Brady, Aaron Rodgers, Russell Wilson, Drew Brees, and several other NFL Quarterbacks
- Worked exclusively in Game-play, contributing to Madden 19's new Real Player Motion system
- Worked in proprietary software to set up in-game assets
- Worked with tech artist to improve proprietary toolsets and pose libraries
- Worked in 'Sprint' style environment through Madden 19 development cycle and into early production on Madden 20
- Worked within Perforce and Shotgun to for asset management

Cinematic Animator – 2K Novato / Visual Concepts – Novato, CA

Feb '17 – Aug '17

- Edit/Clean Motion Capture data for WWE 2K18 and WWE 2K19 (AAA Title)
- Used proprietary toolsets to ensure character/mocap compatibility across different wrestlers in engine
- Set up IK systems for cross-character prop interaction (environment, props, other wrestlers)

- Set up Camera systems for cinematic animation
- Worked within Perforce and Shotgun to ensure correct iterative process throughout pipeline
- All Animation work done in Motion Builder; all animation exported to proprietary game engine

Animator / Rigger – Creative Veteran Productions – Winter Garden, FL

Oct '15 – Nov '16

- Animated 3D characters and props at the studio working on a \$3.5m gov't/VA contract
- Contributed animations and rigging on 3D characters to four serious games
- Scripted auto-rigger for in house development and assets
- Learned MEL scripting and developed tools making our animation production pipeline more efficient
- Collaborated with developers to learn Unity/Mecanim and work hands on with them in the projects
- Documented all tasks and duties in Trello, met for daily scrums, agile environment

Animator / Rigger – Substantial Games

Aug '13 – Aug '15

- Responsible for all Biped and Quadruped character movement and rigging
- Designed animation trees and blending poses for all in game characters
- Collaborated with Lead Designer for all animation regarding animation length and blend times
- Created all IK/FK controls and constraint systems
- Painted Weights (skinning) for all characters
- Daily scrums and reporting tasks via Trello

Animator / Film Editor – Gregor Productions - Orlando, FL

Jan '10 - Mar '10

- Worked as freelance animator, film editor, and graphic artist
- Worked in Maya, creating abstract animations for film
- Edited interviews, footage, and pre-existing productions for reuse in Final Cut Pro (MAC OS)

Animator / Rigger – SevenFold Films - Orlando, FL

Jan '10 – Mar '10

- Worked as freelance animator (Autodesk Maya)
- Rigged and animated animals for Noah's Ark film

EDUCATION

Jun 2013 Graduated from **AnimationMentor.com**

Dec 2009 **Florida Interactive Entertainment Academy (UCF) Orlando, FL**

M.S., Interactive Entertainment - Art track

May 2008 **University of Central Florida Orlando, FL**

B.A., Digital Media Visual Language