

Jeremiah Stewart

3D Animator

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OBJECTIVE

To grow as an animator in an environment that encourages quality.

EXPERIENCE

Lead Animator **Superseed Studios**

Aug. 2025 – Present · Remote

- Create gameplay animations using Maya.
- Implement animations in Unreal Engine.
- Supervise and mentor animators, providing critiques and structured feedback.
- Liaise with clients to align on creative direction and project requirements.
- Provide production estimates and support scheduling across the animation team.

Senior Animator **Lost Boys Interactive**

Dec. 2022 – Sept. 2024 · Remote

- *Project: New World: Aeternum*
- Created gameplay animations using Maya.
- Implemented animations in Amazon's Lumberyard game engine.
- Worked with rigging staff to create animator-friendly rigs.
- Developed a method for creating NPC animations from mocap.
- Retargeted animations between similar quadrupeds and polished the result.
- Created various animation scripts to support animation staff.

Lead Animator **Survios**

Nov. 2019 – Oct. 2022 · Culver City, CA

- *Projects: Alien: Rogue Incursion, Big Rumble Boxing: Creed Champions, Puzzle Bobble 3D: Vacation Odyssey, Puzzle Bobble VR: Vacation Odyssey, The Walking Dead: Onslaught*
- Assigned tasks to our team of animators for multiple concurrent projects.
- Directed mocap shoots using our Xsens mocap system.
- Helped direct mocap for cinematic shoot at Rogue Mocap — real actors, stunt performers, and wire work.
- Processed Xsens body and glove mocap data for use in Maya via the HIK Retargeting toolset.
- Created a method of using Ragdoll Dynamic's simulations for Xenomorph's tail and secondary parts.
- Developed an animation outsourcing pipeline using Shotgun.
- Worked closely with outsourcing studios and gave critiques.
- Hired and trained new animators to use our pipeline.
- Created 1st-person shooter gameplay animations using Maya.
- Created camera animation for cinematics and gameplay sequences.
- Used Unreal to implement animations.
- Developed games in VR and flatscreen.
- Worked with production to attain animation tools: Animbot, Ragdoll Dynamics, Xsens, and Stretchsense.
- Created various animation scripts to support animation staff.

Senior Animator **Frame Machine**

Mar. 2018 – Nov. 2019 · Santa Monica, CA

- *Projects: Mortal Kombat 11, Mortal Kombat 11: Aftermath, Call of Duty: Black Ops 4, Asgard's Wrath, Returnal*
- Created cinematic animations using MotionBuilder and Maya.
- Created animatic previs animations based off storyboard artwork and scratch dialogue, with timing and camera work in an advanced state.
- Updated cinematics with correct geometry, proper characters, and newly recorded mocap; blended animation mocap tracks and adjusted placement of characters and cameras.
- Animated scenes to a high standard and revised them according to the client's direction.
- Created 1st-person interaction with object animations for Returnal.

- Used a layered animation approach to push the quality of mocap performances.
- Implemented animations into Unreal. Reviewed assets in Shotgun.

Senior Gameplay Animator **Bartlet Jones Supernatural Detective Agency**

Nov. 2017 – Feb. 2018 · San Diego, CA

- Created 3rd-person gameplay animations for an unannounced title.
- Used Unreal to implement animations.
- Helped develop the game's animation style.
- Worked closely with programmers to improve the animation tree.

Senior / Lead Animator **2K**

Apr. 2014 – Nov. 2017 · Novato, CA

- *Projects: WWE2K15, WWE2K16, WWE2K17, WWE2K18*
- Assigned shots to our team of animators and gave critiques.
- Trained new animators to use our tools and provided help with learning MotionBuilder.
- Communicated with the Japanese developer regarding props, glitches, and character issues.
- Used Excel to document and track shot progression.
- Created cinematic animations using MotionBuilder.
- Animated hand-held and fixed cameras for cutscenes.
- Attribute wrangling for in-game IK system for different-sized characters.

3D Animator **Bartlet Jones Supernatural Detective Agency**

Dec. 2013 – Jan. 2014 · San Diego, CA

- *Project: Drawn to Death*
- Created 3rd-person gameplay animations in Maya.
- Used Unity to implement animations.
- Worked closely with programmers to improve the animation tree.

3D Animator **Sony (SCEA)**

Dec. 2012 – June 2013 · San Diego, CA

- *Projects: Knack, Puppeteer*
- Created cinematic animations using mocap and hand-keyed techniques.
- Animated cameras for cutscenes.
- Used Faceware for facial mocap animation.
- Worked with Sony's proprietary animation rigs and tools.
- Used dynamics to control simple hair and props.

3D Gameplay Animator **Nihilistic Software**

Mar. 2006 – Dec. 2012 · Novato, CA

- *Projects: Call of Duty: Black Ops Declassified, Resistance: Burning Skies, PlayStation Move Heroes, Ratchet and Clank Home Space, Bolt, Zombie Apocalypse, Conan*
- Created hand-keyed animations for everything from animatics to gameplay and cinematics.
- Full range of game types: sword combat, top-down arcade, fixed camera, 3rd-person shooter, and 1st-person shooters.
- Created cinematic animations for Bolt using Disney's proprietary animation rigs and tools.
- Flexible animation styles for game requirements: cartoon, realistic, and hyperrealistic.
- Used Craft Director Tools for dynamically animating vehicles.

SHIPPED GAMES

New World: Aeternum, Alien: Rogue Incursion, Big Rumble Boxing: Creed Champions, Puzzle Bobble 3D: Vacation Odyssey, Puzzle Bobble VR: Vacation Odyssey, The Walking Dead: Onslaught, Mortal Kombat 11, Mortal Kombat 11: Aftermath, Call of Duty: Black Ops 4, Asgard's Wrath, Returnal, WWE2K18, WWE2K17, WWE2K16, WWE2K15, Drawn to Death, Knack, Puppeteer, Call of Duty: Black Ops Declassified, Resistance: Burning Skies, PlayStation Move Heroes, Ratchet and Clank Home Space, Bolt, Zombie Apocalypse, Conan

EDUCATION

Academy of Art University · 2002–2006 · San Francisco, CA

- Majored in 3D Character Animation.
- Pixar 1 class with Stephen Gregory and Billy Merrit.

- Programs used: Maya, Photoshop, After Effects, Premiere, and Final Cut Pro.
- Four classes shy of receiving bachelor's degree (hired at Nihilistic before graduating).

Victor Valley Community College · May–Dec. 2001 · Victorville, CA

- Earned a certificate of 3D animation.
- Completed a seven-month intensive full-time 3D animation program.
- Programs used: Softimage XSI, After Effects, Maya, Premiere, Avid.

PROGRAMS

Maya · MotionBuilder · Unreal · Shotgrid · Jira · Ragdoll Dynamics · Photoshop · Faceware · Perforce · Vegas · After Effects

INTERESTS

Aside from playing games and watching movies, I like to build vintage bicycles, ski, and slowly restore my 1957 Volkswagen Bug.