

Jeremiah Stewart

3D Animator

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Objective

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

Experience

Senior Animator

Lost Boys Interactive

Dec. 2022 – Sept. 2024 Remote

- Created Gameplay animations using Maya.
- Implemented animations into proprietary game engine.
- Worked with rigging staff to create animator-friendly rigs.

Lead Animator

Survios

Nov. 2019 – Oct. 2022 Culver City, CA

- Assigned tasks to team of animators, for multiple concurrent projects.
- Directed Mocap Shoots using our Xsens Mocap system.
- Developed animation outsourcing pipeline using Shotgrid.
- Worked closely with outsourcing studios and gave critiques.
- Hired and trained new animators to use our pipeline.
- Created Gameplay animations using Maya.

- Used Unreal to implement animations.
- Developed games in VR and flatscreen.
- Worked with production to attain sweet animation tools: Animbot, Ragdoll Dynamics, Xsens, Stretchsense.

Senior Animator

Frame Machine

Mar. 2018 – Nov.2019 Santa Monica, CA

- Created cinematic animations using MotionBuilder.
- Hand animated cameras for cutscenes.
- Used layered animation approach to push quality of Mocap performances.

Senior Gameplay Animator

Bartlet Jones Supernatural Detective Agency

Nov. 2017 – Feb. 2018 San Diego, CA

- Created gameplay animations for an unannounced title.
- Used Unreal to implement animations.
- As the only animator on the team, I helped develop the game's animation style.
- Worked closely with programmers to improve animation tree.

Senior / Lead Animator

2K

Apr. 2014 – Nov. 2017 Novato, CA

- Assigned shots to team of animators, and gave critiques.
- Trained new animators to use our tools, and provided help with learning Motionbuilder.
- Communicated to Japanese developer regarding props, glitches, character issues.
- Used Excel to document and track shot progression.
- Created cinematic animations using MotionBuilder.
- Hand animated 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

- Created gameplay animations for “Drawn to Death”.
- Used Unity to implement animations.
- Worked closely with programmers to improve animation tree.

3D Animator

Sony (SCEA)

Dec. 2012 – June 2013 San Diego, CA

- Created cinematic animations using Mocap and hand-keyed techniques.
- Used Image Metrics’ “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

- Created hand-keyed animations for everything from animatics, gameplay and cinematics.
- Full range of game types worked on from 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 Hyper Realistic.
- Learned 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, 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

- Pixar 1 class with Stephen Gregory, and Billy Merrit.
- Majored in 3d Character Animation.
- Programs used: Maya, Photoshop, After Effects, Premier, Final Cut Pro.
- 4 classes shy of receiving my Bachelor's degree (I was hired at Nihilistic before graduating).

Victor Valley Community College

May-Dec. 2001 Victorville, CA

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

Programs

Maya, MotionBuilder, Unreal, Shotgun, 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.