Chris Myers

Animation Director

818.257.2956 / stuff@chrismyers3d.com / www.chrismyers3d.com

PROFESSIONAL EXPERIENCE

Animation Director: Dune, Funcom, Raleigh, NC, Jan 2020 - Present
- Animation Director leading the Dune animation teams at all 3 of our Funcom studios - North Carolina, Oslo Norway and Lisbon Portugal.
- Developed workflows and strategies to keep the team unified and integrated at all three locations.
- Experience working with cultures from around the world and providing a healthy work/life balance.
- Provide monthly 1-on-1s with the team to check in on their overall quality of life and/or concerns.
- Run yearly performance reviews and discuss career paths and development.
- Member of the core hiring team responsible for hiring multi-disciplinary applicants for all studios.
- Directed our Technical Animator's proprietary tools for Maya and MotionBuilder that created our core animation pipeline.
- Developed a proprietary weapon pipeline that allows animators to share animations based on a weapon class as opposed to creating unique animations for every asset.
- Currently working with Animation Programmers and Senior Animators to take Funcom's Unreal pipeline and workflow into the future with next generation AAA assets.
- Directing motion capture shoots with talent on site and over video.
- Lead our animation team in developing our 5 tier animation definitions. These guidelines describe what stage an animation is in and at what stages it needs to be approved.
- Pitched the animation aesthetic and created an Animation Style Video that showcased the style of animation we are using in Dune.
- Critique and final approval of all animations.
- Creating animations for characters and creatures using hand key animation and motion capture.

Lead Animator: Codename Mallard, Funcom, Raleigh, NC, March 2018 - Jan 2020
- Lead the animation team at two different Funcom studios - North Carolina and Lisbon Portugal.
- Organized and planned the entire animation pipeline. This included leading animators, Technical Animators and Technical artists on the creation of our proprietary tools to support our pipeline.
- Developed and documented our workflow of getting animation from 3DS Max to Unreal. Taught and documented setting up our basic animation pipeline in Unreal - Blend Spaces, State Machines, Animation Graphs, Event Graphs, Animation Montages, Slote Nodes, Casting Nodes.
- Established the animation aesthetic and created an Animation Style Video that showcased good and bad examples of what our animation style goals were in the game.
- Critiqued all animators work on all aspects of animation and had final approval.
- Gave animation estimates for myself and the team and planned out the animation schedule from two-week sprints to long term goals.
- Certified Scrum Master Class in 2019.
- Worked with outsourcing studios on their animation goals and critiqued their animations.

Senior Animator: Call of Duty: Modern Warfare (2019), Infinite Warfare (2016)
Infinity Ward, Woodland Hills, CA, Sept. 2014 - March 2018
- Point Animator for human based A.I. systems.
- Played a major role in the complete re-working of the A.I. system which consisted of replacing all current A.I. and also creating an entire second system for frantic combat.
- Evaluated and organized all existing Call of Duty A.I. animations to determine a full comprehensive guide that was used as our A.I. Animation Bible for the project.
- Renamed the entire A.I. system so every animation had a consistent and descriptive name.
- Helped to develop the new A.I. poses and was Technical Director on motion capture shoots to ensure the new poses were correct and motions were consistent to replace previous animations.
- Manipulated motion capture footage for thousands of A.I. animations and helped to determine scheduling for the A.I. animation team. Placed animations into our proprietary Animation State Machine and script files.
- Part of a two-person team that created the Call of Duty Dynamic Pain System.
- Point Animator for the Winners Circle Animations that play after multiplayer matches.
- Directed the motion capture shoots for all Winners Circle animations and scheduled other animators as needed. Was responsible for making sure all animations were delivered on time.

Animator: Call of Duty: Advanced Warfare (2014), Call of Duty: Ghosts (2013)
Neversoft, Woodland Hills, CA, Sept. 2010 - March 2013
- Manipulated motion capture footage for cinematic and in-game moments.
- Created hand key facial animation and manipulated performance capture footage to bring the facial animation to final.
- Key framed animations for numerous quadruped alien types, props and FX.

Animator: Guitar Hero: Warriors of Rock (2010), Guitar Hero: 5 (2009), Band Hero (2009), Guitar Hero: Metallica (2009), Guitar Hero World Tour (2008)
Neversoft, Woodland Hills, CA, April. 2008 - Sept. 2010
- Created key frame animation and worked with motion capture data on in-game and cinematics.
- Helped to develop the unique motion of Ampzilla (50 Foot Monster Robot!) and used motion capture and key frame animation to bring this character to life.
- Responsible for updating the Guitar Hero "drumbot" animation system with limited resources.
- Worked directly with drummer Lars Ulrich of Metallica in motion capture shoots and manipulated this footage for full motion capture songs and helped create a Lars "Drumbot" animation system.

SOFTWARE
Maya, MotionBuilder, 3ds Max, Rayfire, After Effects, Premier, Syncsketch, Slick Edit, Photoshop, Perforce, Jira, Confluence

EDUCATION
Master of Fine Arts in Animation, Dec. 2007. Savannah College of Art and Design
Bachelor of Fine Arts in Communication Design, May 1999. Art Academy of Cincinnati