

# Scott Jeffas

## Animator

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### SKILLS

- Animation
  - Keyframe
  - Motion Capture
- 3D Modeling
- Rigging
- UV Mapping
- Basic Python Scripting

### SOFTWARE

- Autodesk Maya
- Autodesk 3DS Max
- Autodesk MotionBuilder
- Blender
- Vicon Blade/Shogun
- Unreal Engine 4
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- JIRA
- Perforce
- Unity

### EXPERIENCE

#### Game Create Repeat

Remote

“[Fireflies and Figments: A Willow’s Journey](#)” (PC) – Animator

July 2021 – February 2022

- Created various blocking animations for setup in Unity
- Polished animations from various animators for a unified style and flow

#### Third Time

Orlando, FL

Contract Animator

April 2020 – November 2020

- Created new animations based on existing mocap and key-frame animations

#### UCF Restores

Orlando, FL

Contract Animator

July 2019 – September 2019

- Develop animations for a VR Simulation project
- Create animation rigs for characters

#### Raydon Corporation

Port Orange, FL

Contract Animator

November 2017 – January 2018

- Lead development of facial and interaction animations using existing characters
- Integrated and created animation trees in Unity for all animations

#### Immersed Games

Gainesville, FL

“[Tyto Online](#)” (PC) – Animator

September 2016 – December 2017

“[Tyto Ecology](#)” (PC) – Animator

July 2016 – December 2017

- Created cinematic layouts to assist in pre-visualization for in-game cinematics and trailers
- Retargeted animation data to optimize pipeline for creating animation sets
- Improved existing animation rigs for production use

#### Panic Factory

Orlando, FL

“[Blackwood](#)” (PC) – Technical Animator

August 2015 – December 2015

- Animated and built state-machines in Unreal Engine 4
- Directed mocap sessions in a 37-camera volume and worked closely marking talent
- Captured and Cleaned data in Vicon Blade

### EDUCATION

#### University of Central Florida – Florida Interactive Entertainment Academy

Orlando, FL

Master of Science - Interactive Entertainment

December 2015

Art Track – Animation Specialization

#### Jacksonville University

Jacksonville, FL

Bachelor of Science – Computing Sciences

May 2014

Minor - Computer Art & Design - Computer Animation