

Scott Jeffas

Animator

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SKILLS

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

SOFTWARE

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

EXPERIENCE

Game Create Repeat **Remote**
“[Fireflies and Figments: A Willow’s Journey](#)” (PC) – Animator *July 2021 – February 2022*

- Coordinated with designers on creating 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*

- Utilized existing mocap data and key-frame animations to create finalized animations sets for gameplay

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
- 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 mocap 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