

# 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
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- JIRA
- Perforce

### EXPERIENCE

#### Beta Flix Inc.

**Ruston, LA**

3D Modeling and Gaming Programmer

March 2026 – Current

- Develop high-fidelity 3D assets optimized for performance
- **Import and integrate assets in Unreal Engine 5**

#### 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