



## Tim Robertson Animator

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 TimothyJohnRobertson

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Orlando, FL

## Work Experience

### Electronic Arts - Orlando, FL - February 2015 - Present

Gameplay Animator - Previous: NBA Live - Current: Madden, NCAA Football

- Proficiently utilize motion capture data in Motion Builder to create lifelike human sports movements within a simulation context.
- Demonstrate expertise in state-machine logic, expressions, and the comprehensive implementation of gameplay animations.
- Strategically plan and oversee motion capture shoots, effectively utilizing both optical and Xsens technologies.
- Established and maintained a comprehensive hand pose library, contributing to enhanced character realism.
- Provide strong leadership by managing and mentoring talented animators.
- Collaborate seamlessly with designers and engineers to conceptualize and integrate innovative game play elements.
- Efficiently manage the assignment and supervision of animated shots for both in-house and remote animators.
- Experience working with international teams across diverse cultural backgrounds.

### 15four - Remote - October 2014 - November 2014

Character Animator

- Responsible for 3D character animation for Navy Federal Credit Union.
- Animated humanoid biped characters in Autodesk Maya.

### Wonderbot Studios - Remote - February 2014 - April 2014

Character Animator

- Collaborated closely with creative teams to conceptualize and develop character animation that effectively conveyed important messages and fostered engagement.
- Animated a talking whale character in Autodesk Maya.

### SCA Inc. - Boston, MA September 2006 - November 2006

Lead 3D manager/animator

- Created layout, concept design, illustrations, storyboards, animatics, and 3D animation in Autodesk Maya.
- Responsible for hiring new artists.

### Freelance Artist - March 2006 - February 2015

- Created a large variety of work including: graphic design, illustration, paintings, Storyboards, character/layout design, photography, photo restoration, and video editing.

## Education

Savannah College of Art and Design

Bachelor of Fine Arts in Animation

Advanced Character Animation Savannah, GA

Graduated March 2006

Animation Mentor

Advanced Character Animation

Graduated December 2013

## Hobbies

Basketball, fantasy sports, movies, ice baths, yard work, rating pizza, saving money, drawing, not updating my resume.