

Aggie Christakis || Animator

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Professional Summary:

I am a highly adaptable animator with 8 years experience working on a variety of projects with multidisciplinary teams, and I have focused on breathing life into video games by diving into the minds of my characters and letting them tell their stories. I utilize all animation techniques from key-frame to motion capture editing, and the hybrid combination of both to create photorealistic and hyper-real performances. I began my career as an intern at a motion capture studio and over the years have become an expert in all things related to the field from the smallest tasks of marker repair, actor suit up, volume setup and calibration, to the larger tasks of shot planning and scene building on stage, and ultimately scene and actor direction. Plus the final stages of data cleanup and integration with animation scenes, along with changes in direction and performances as necessary. I am extremely methodical in my work and a strong advocate of sharing information in order to develop best practices and help the animation team as a whole increase overall efficiency. This natural desire to help has also made me a mentor of new team members and responsible for training them on studio pipelines, additional software, and working with game integration tools. At my core I have a profound thirst for knowledge and self improvement, which drives me to constantly seek out new challenges in order to grow as an artist and human.

Skills:

Technical	Personal
OS: Windows, Mac, Linux Programming: C++, Java	Strong communication skills including descriptive writing and active body language to illustrate meaning
Production: Shotgun, DevTrack, Perforce, MS Office	Natural leader by example and extremely approachable
Software: Motionbuilder, Maya, 3DS Max, Zbrush, Photoshop, After Effects, Massive, Blade	Team player with extreme loyalty, who is not afraid to take on the dirty work when needed.
Game Integration: Rex, multiple proprietary toolsets and game engines	Creative problem solver with utmost patience and intense desire to conquer all challenges

Experience:

Gnomon School of Visual Effects

Hollywood, CA

Instructor

10/2017 - Present

- Pass on the art and craft of animation to the next generation of animators by creating a syllabus and lesson plans that engages the students in active learning.
- Build a solid foundation of fundamental concepts with practical exercises in order to prepare students for the workforce in the CG industry.

Brain Zoo Studios

Chatsworth, CA

Cinematic Animator

08/2017 - Present

- Provide the highest quality cinematic animation for an unannounced AAA project.

Yuke's LA

Culver City, CA

Cinematic Animator

05/2015 - 07/2017

- Full creation of victory scenes for wrestlers including body/facial animation, props, and camera animation
- Accurately follow reference videos to recreate real world WWE wrestling scenes to fully immerse players
- Use proprietary toolsets within Motionbuilder to integrate animations directly in game and test for varied character sizes
- Recommend improvements in animation pipeline in order to increase quality and speed of execution
- Act out female victory scenes for facial animation capture

Treyarch

Santa Monica, CA

Associate Cinematic Animator

08/2014 - 04/2015

- Provide cinematic animation of characters both human and robotic (body/facial), props, and cameras for both IGC's and vignettes
- Use facial capture data for high fidelity IGC's and hand-key facial animation for background characters
- Work on previz for complex cinematic cutscenes in order to show studio heads proof of concept
- Integrate animation scenes into game using Rex and verify accuracy. Work with other proprietary game engine tools to assist scripters. Troubleshoot discrepancies between Animation files and in-game representation
- Train new team members on studio pipelines, game integration tools and best practices. Assist them with troubleshooting their scenes as needed.
- Responsible for several levels of the game, involving representing the animation team in meetings, collaborating with other departments to gather assets and provide animations as needed. Making sure all tasks are completed on schedule so as to not block any other department down the pipeline. Assist on other levels as necessary to help alleviate overburdened workloads.
- Develop scenes from scratch by following game documents and special requests from scripters, then provide block-out animations and integrating them into the game. Followed by planning for and executing motion capture shoots for the scenes. Finally cleaning up and enhancing mocap data for these scenes and implementing them back in the game for Alpha playable.

Sony Computer Entertainment America

San Diego, CA

Cinematic Animator

03/2013 - 07/2014

- Animate characters (body/facial), vehicles, and props for both pre-rendered and in-game cinematics for several projects
- Work on motion edit team when necessary to help move shots down the pipeline to animation
- Train Maya animators on how to use MotionBuilder in order to better facilitate projects that required it
- Adapted to new project toolsets and methodologies as required by different clients
- Create animatics for complex trailers used for E3

Treyarch

Santa Monica, CA

Animator Intern

08/2011 - 09/2012

- Animate characters (body/facial), props, cameras, vehicles, and animals for in game cinematics and vignettes
- Responsible for animation scenes through all stages of development from block-out to final beta deliverable
- Plan for, build sets, and direct motion capture shoots.
- Work with scripters and level builders to implement animations into game
- Create unique AI entries and deaths, and integrate them with other AI behavior in game.
- Seamlessly blend between cinematic animation and AI using common poses and motion files
- Use proprietary game engine tools to test and troubleshoot compatibility.
- Animate storyboards in After Effects to create a full game animatic that was used in other departments

Gnomon School of Visual Effects

Hollywood, CA

Lab Monitor/ Intern

09/2009 - 07/2011

- Provide administration support and customer service for prospective students and clients
- Organize and lead student volunteers for special events and gallery openings
- Monitor and provide assistance to CG students during lab classes

Gnomon Studios

Hollywood, CA

Animator

10/2009 - 11/2010

- Worked on pre-viz and animation, from blocking to final cut for short film Plus and Minus
- Collaborated with the team, testing rigs and problem solving
- Took direction from Shane Acker and participated in animation workshops

Freerange 3D

Newport Beach, CA

Character Animator

02/2010 - 03/2010

- Animated CG creatures to match with background plates and according to direction from Terry Cunningham

Red Eye Studios

Hoffman Estates, IL

Motion Capture Intern

02/2008 - 07/2008

- Run Viacom cameras during motion capture sessions
- Track and clean-up data using Viacom Workstation and IQ. Trained on Viacom Blade software
- Imported captured data into Motionbuilder for further tweaking, and hand-keyed on top of data to create a believable performance

Education:

Gnomon School of Visual Effects

Professional Studies

Hollywood, CA 01/09 – 06/2011

DePaul University **Master of Science: Computer Graphics and Animation**

Chicago, IL

Graduated 06/2006

Kalamazoo College

Bachelor of Art: Economics – International Business

Kalamazoo, MI

Graduated 06/2002

Credits:

- WWE2K17 (PS4, PS3, Xbox One, Xbox360)
- WWE2K16 (PS4, PS3, Xbox One, Xbox360)
- Call of Duty: Black Ops 3 (PS4, PS3, Xbox One, Xbox360, PC)
- The Order: 1886 (PS4)
- The Last of Us: Left Behind DLC (PS4)
- Killzone: Shadowfall (PS4)
- Call of Duty: Black Ops 2 (PS3, Xbox360, WiiU, PC)
- El Dorado (TV/ film)
- Plus and Minus, aka +- (short film)