

# J D. Vargas

## Game Play Animator

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### Monolith Productions (WB Games)

5 years 2 months

#### Full-time Animator

Mar 2019 - Present

- Animate with both motion capture data and traditional key poses. Usually a mixture of both. With experience animating bipedal, quadrupedal, flying creatures, and multiple characters in the same scene.
- Responsible for all of the world simulation animations. I coordinate with the designers and engineers on the setup, implementation, and review of the animations so that we get the best results we can get in the engine.
- Create and manage NPC behaviors. This includes implementing the animations into the engine, creating the logic that calls the behaviors, off mesh links and attacks, and working with designers and engineers to prototype, improves, and set up the systems.
- Always willing to learn and take on any task outside of my animation experience. i.e., Implement new characters into the engine, set up head/body tracking for all characters, set up of most character behavior states, etc. I'm always an advocate of learning and sharing knowledge.
- Capture, process, and clean motion capture data with Cortex.
- Perform motion capture stunts and acting pieces, using my parkour, martial arts, and acting experience.

### Avalanche Software (WB Games)

1 year 5 months

#### Animator (Insource)

Feb 2019 - July 2020

- Lead a team of three animators, including my self, creating ambient animations for characters out in the world. We become a self-sufficient team creating the MoCap, animations, and the integration into the Unreal Engine 4.
- Received, absorbed, and shared knowledge on custom tools used by Avalanche for the Unreal Engine. I became the go-to person for implementing.
- Perform MoCap acting and stunt scenes for both the cinematic and my team.

### Education:

#### Bachelors of Fine Arts

2011 - 2016



### Games Worked On:

AAA games:


- Hogawrts Legacy
- Middle-earth: Shadow Of War
- Toy Soldiers: War Chest



Moble games:

- Dragon Disiples


### Software Skills:

Phoenix Engine  Knowledgeable

  Knowledgeable

  Knowledgeable

  Well-rounded

  Well-rounded

  Dabbled with