



## **STEPHEN WESTON**

*Animator/Cinematics Director*

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### **OBJECTIVE**

Seeking position as senior or lead animator, cinematics director in entertainment software industry

### **SKILLS**

- 30+ years experience as character animator and team leader in both traditionally drawn 2D/3D CG
- 8-years experience as senior or lead animator with leading game developers. (EA and Z-axis)
- Highly proficient in character combat animation and lip-sync acting
- Strong background in all aspects of visual storytelling from concepting to storyboarding and through animation to final lighting and rendering
- Excellent communication and team management skills
- Software: Maya, Softimage, 3dsMax, Photoshop, Premiere, After Effects

### **EMPLOYMENT HISTORY**

#### **Secret Level - Sega Studios - San Francisco, CA**

**May 2009 - May 2010**

*Cinematics Director*

##### ***Iron Man 2***

Managed team of 7 in-house artists and 3 outsourced vendors to produce storyboards, animatics, and layouts through finished pre-rendered and in-game cinematics

#### **Underground Development - Foster City, CA**

**April 2008 - May 2009**

*Lead Animator*

##### ***Guitar Hero - Van Halen***

Responsible for managing team of three animators and for delivering all aspects of motion captured band performance animation using 3DS-Max and extensive in-house tool set

#### **Z-Axis / Underground Development - Foster City, CA**

**March 2007 - April 2008**

*Lead Animator*

##### ***Call of Duty - Devil's Brigade***

Using Maya and Motionbuilder, created key animation facial system and complete motion capture character locomotion system

#### **Emdigo Entertainment**

**June 2006 - March 2007**

*Lead Animator*

- Managing team of 3 animators
- Creation of 3D animated downloadable content for Web-to-mobile technology company

#### **Z-AXIS - Foster City, CA**

**Oct 2005 - May 2006**

Senior Animator

##### ***X-men 3***

- Responsible for the creation of all in game animation assets for "Boss Sabertooth"
- "Lab Tech Bruisers" and "Lab Tech Lancers" Used in-house tool set to export finished animation into game
- Worked directly with lead game designer to develop hand to hand fight system for Finale Boss Fight

**Gurl2Gurl Productions Inc – Los Angeles, CA****Jan 2005 – Aug 2005***Animation Director*

- Worked directly with designer to create structure and content for new commercial web site
- Animated music video and demo for <http://www.Call4Ally.com/>

**Sabbatical****Oct 2004 – Dec 2004**

Travel to Canada and UK

**Electronic Arts - Redwood Shores, CA****Sep 2001 – Sep 2004*****James Bond 007 - Everything or Nothing****Directing Animator*

- Hands-on directed in-game cinematics team of 10 to produce 45 minutes of character action and dialogue
- Designed and key frame animated in-game hand to hand fighting assets and weapons fighting assets
- Created blend shape phoneme facial system for Bond and main characters for in-game cinematic sequences

***James Bond 007- Agent Under Fire****Senior Animator*

- Responsible for in-game cinematics keyframe character animation

***Freestyle****Lead Animator*

- Lead team of 7 animators, 1 modeler, 1 rigger to produce 30 minutes of character animation for action and dialogue sequences

***Lord of the Rings 3****Lead Animator*

- Keyframe animation and motion capture for complete in-game move sets of human and non-human characters including facial and clothing

***Lord of the Rings* (PC)***Lead Animator*

- Lead team of 4 animators to create in-game assets for both human and non human characters

**The Simpsons demo**

- Won in-house award for work on 90 sec exec demo working around the clock for 4 days

**PDI/Dreamworks, Palo Alto, CA****Sep 1999 - Sep 2001***Directing Animator – Commercials Division*

- PDI Proprietary Software/MAYA
- Projects include: Coca Cola, Dreamcast, Tsunami Splashdown, Mercedes, San Diego Wildlife Park

**Independent Contractor, London****Oct 1990 – Sep 1999***Animator Director*

- Client list includes Channel Four Television and the BBC, numerous UK animation production houses. (References available)
- Directed and animated commercials on Softimage for Chex, Taco Bell, Transamerica Bank, Kellogs Ricicles, Smarties, etc
- Visual Effects Director on BBC production “Elidor”, 6 part series combining animation and live action (1994)
- Visual Effects Director (on Gerry Anderson’s “Lavender Castle”, 26 part series for television combining puppet and computer animation (1996)

**COMPUTER ANIMATION AWARDS*****Fisherman’s Friend* (30-second TV Commercial)****1998****Director/Animator/Modeler/Rigger/Texture/Lighting - Softimage**

- Winner “Best Animation in a Commercial” British Animation Awards

- Prizes – LA Animation Celebration, Prix Ars Electronica

**The Wrong Brothers** (Independent Short)

**1996**

Director/Animator/Modeler/Rigger/Texture/Lighting - Softimage

- Finalist “Best Use of New Technology” British Animation Awards

**Helicopter Man** (Independent Short)

**1993**

Director/Animator/Modeller/Rigger/Texture/Lighting - Softimage

- Winner “Best Shorts and Features” British Computer Animation Awards

**ADDITIONAL RECOGNITION** as Softimage Director/Animator:

- Interviewed or cited as a pioneer in the field in numerous articles in UK publications such as Broadcast, Cuts, Fab Magazine and the Guardian and Evening Standard newspapers.
- Featured in an on-screen interview in ELECTRONIC PASSIONS, a major 5 part TV series on computer produced animation produced for UK broadcaster Channel 4 Television. (c 1998)

**EDUCATION**

- **Sheridan College, Ontario, Canada**
- **Classical Drawn Animation Degree (1977)**