

# Nathan Ross

Animator

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## EXPERIENCE - - - - -

Animator at Zombie Studios

2011 - 2015

(Announced) Projects:

- \* Go Army Edge Football Application | Training Application for mobile  
Animator responsible mocap cleanup and hand keyed animation when necessary. Animation done in Maya, using the Unity engine.
- \* Daylight | First-Person Horror Game for PS4  
Lead Animator responsible for first person animations, developing systems, delegating tasks, and assisting designers. Animation done in Maya, using the Unreal 4 engine.
- \* Phantom Army | Third-Person Cover-Based Shooter for PC  
Sole animator responsible for all in-game third person animations, cycles, taunts, systems, and trailers.
- \* America's Army: Proving Grounds | Free to Play FPS and Army Simulator for PC  
Animator responsible for first and third person animations, working with off-site animators and engineers to develop systems. Animation done mostly in Maya, using Unreal 3.
- \* Blacklight: Retribution | Free to Play FPS for PC and PS4  
Animator responsible for in-game cycles, reloads, taunts, both first and third person POV, and trailers. Animation done in Maya, using the Unreal 3 engine.

QA for Nintendo of America

2008 - 2010

Projects:

- \* Animal Crossing: City Folk | Wii
- \* RocknRoll Climber | Wii
- \* Pokemon Ranger: Guardian Signs| DS

## SOFTWARE/SKILLS- - - - -

Autodesk Maya, Autodesk 3D Studio Max

Unreal Engine 3, Unreal Engine 4, Unity

Adobe Photoshop

Perforce/P4V, Tortoise SVN

Jira, Bugzilla, Redmine

## EDUCATION - - - - -

DigiPen Institute of Technology

2007 - 2011

BFA in Production Animation