

# Keith Sizemore

Lead Animator | Lead Tech Artist | Game & Mobile App Developer

Portfolio: <http://ksizemore18.wixsite.com/sizemore-animation>

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## EXPERIENCE

### Lightforge Games, Remote — *Art Department Lead*

AUGUST 2021 - PRESENT

#### + *Lead Animator / Lead Character Technical Artist*

- Directed the art department leads in management, priorities, and tasking.
- Lead animation for the studio through internal and external sources.
- Built and maintained the character artist pipeline through python for multiple artist software environments as well as Unreal.
- Developed multiple art tools that range from auto rigging/batch solving/exporting/implementing/source control of assets and metadata that saved on an indiscernible amount of dev hours over the course of the project's life.

### Blizzard Entertainment, Irvine, CA — *Senior Animator II*

MARCH 2018 - AUGUST 2021

#### + *Senior Animator I / Acting Senior Technical Artist*

- Lead animation for Warcraft 3: Reforged and Diablo 2: Resurrected
- Built an artist pipeline and batch exporter for Warcraft 3: Reforged that processed over 2000 assets and more than 5000 animations from cloud drive to perforce that performed multiple tasks per asset before eventually exporting them to the game.
- Directed animation and rigging quality with over 8 studios across two AAA projects from around the world.
- Developed multiple art tools to help increase productivity and ensure a clean development from start to end.

### Hinge Digital, Portland, OR — *Lead Animator / Rigger / CG Generalist*

MARCH 2012 - MARCH 2018

#### + *Animator / CG Generalist*

- Responsible for quality control, client relationship, and project management.
- Responsible for meeting short project deadlines with successful client approval.
- Manage and develop specialized rigging for characters and props.
- Programmed and developed iOS ARKit experience.
- Supervised a team of animators for the world famous Adult Swim show "Toonami" and maintained a level of quality expected from professionals.
- Lead VR Animation pipeline integration and development.

## SKILLS

- Department management
- 2D/3D Animation
- Outsource Management
- Pipeline development
- Python Tooling
- Mocap Animation
- Layout
- Pre-Visualization
- Rigging
- 3D Modeling
- Texturing
- Compositing
- Cloth Simulation
- Shatter Simulation
- VR/AR Development
- Full game product development
- C# Scripting
- MEL Scripting
- Kotlin
- Audio Engineering

## SOFTWARE

- Maya
- Unreal 5+
- Perforce
- Plastic SCM
- Bifrost
- Unity
- Android Studio
- Face FX
- After Effects
- Photoshop
- Flash
- Illustrator
- Audition
- Familiar with:
  - Blender
  - 3ds Max

## **Rusty Jetpack, Portland, OR — *Project Lead / Designer***

OCTOBER 2014 - NOVEMBER 2015

- Designed, scripted, and developed a mobile phone/tablet application from start to final release.
- Design and implemented a procedurally generated level that continues to evolve through extended gameplay.

## **Fire Panda, England — *Lead Animator / Rigger***

APRIL 2014 - JUNE 2014

- Responsible for all animation, rigging and model corrections.
- Responsible for VR pipeline development to import models from 3DS Max into Maya where they were rigged and animated then exported to Unity.

## **EDUCATION**

### **Academy of Art University, San Francisco, CA — *Bachelor of Arts in Character Animation***

SEPTEMBER 2008 - DECEMBER 2011

- CG pipeline training, stemming from concept, character modeling, rigging, animation, lighting, rendering, and composition.
- Fine art training with a focus on figure sculpting and figure drawing.

## **ADDITIONAL EDUCATION**

### **Oregon State University, Corvallis, OR**

SEPTEMBER 2006 - JUNE 2008

- Undergraduate studies in Computer Science