

Sterling Reames
Principal Animator

Phone: (781)-635-9853 – burlyr@gmail.com – SterlingAnimation.com

Professional Experience

Principal Animator – Bit Fry Game Studios, Portsmouth, NH (July 2016 – Present)

- Formulate animation style that meets project goals
- Mentor artists in creating visuals and hitting technical requirements
- Assist in rigging tasks and establishing character pipeline
- Blueprint scripting with UE4 for gameplay and animation
-

Sr. Animator – Proletariat Inc., Boston, MA (March 2013 – July 2016)

- Responsible for all character animation, rigging, and vfx
- Rig and animate characters that share setups and animations between characters
- Write batch scripts and Maya Expressions to streamline the character pipeline
- Launched titles with Proletariat: World Zombination and Streamline

Contract Animator – Juicebox Games, San Francisco, CA (Jan 2013 – Feb 2013)

- Rigged and animated 2d puppet style characters for mobile project, Honorbound
- Established character pipeline and created guidelines for future animators
- Worked with artists and programmers to meet aesthetic and technical goals

Sr. Animator – Zynga, Cambridge, MA (Aug 2010 – Oct 2012)

- Animated and rigged 3d/2d quadrupeds and bipeds, objects and visual effects
- Trained and lead animation team in keeping a cohesive animation style
- Titles shipped with Zynga: Cityville (launch only) and Indiana Jones: Adventure World

Animator - Conduit Labs, Cambridge, MA (Nov 2008 - Aug 2010)

- 3d character and camera animation with Maya and proprietary software
- Worked closely with artists/programmers in meeting aesthetic needs by deadline
- Titles shipped: Loudcrowd.com™, Super Dance, and Music Pets

Skills

- Can self-sufficiently rig, animate, integrate, and iterate animation with current game engines.
- Experienced in creating high fidelity animation in context with gameplay systems
- Well versed in creating scalable character pipelines collaborating with other artists, designers, and engineers.
- Real-time 2d/3d particle effects optimized for mobile and network play
- Sfx creation layering sounds to create unique audio
- Knowledge of stylized character modeling, UV layout, and texturing
- Basic Batch script, Blueprints, XML and Mel scripting knowledge
- Ability to learn skills and programs at breakneck pace to meet evolving demands and business models.

Software

- Maya
- Photoshop
- Perforce
- UE4
- Unity
- After Effects
- Premiere
- Audition
- Notepad ++

Education

Full Sail University
Bachelor of Science Degree in Computer Animation
Valedictorian

Winter Park, FL
May 09, 2008