

TYLER HUGHES

3D Animator/Mocap Cleanup Artist

CONTACT

tylerehughes.com

tylerehughes117@gmail.com

407-712-4898

Skills

- Keyframe Animation
- Dialogue/Facial Animation
- Motion Capture cleanup
- Character Rigging
- Video Editing

Tools

- Autodesk Maya
- Autodesk Motionbuilder
- Perforce
- Blender
- Unreal Engine
- Unity
- Adobe Premiere
- Davinci Resolve

Education

MS, 2021: Interactive Entertainment - Florida Interactive Entertainment Academy (FIEA)

BA, 2020: Game Design - University of Central Florida (UCF)

Professional Summary

Motivated Animator focused on high-quality animation in both cutscenes and gameplay. Experienced in realistic interactions between multiple characters and props as well as realistic camera motion. Versed in a wide range of animation techniques and software. Excellent at time management and eager to learn new things.

Work Experience

Universal Interactive Projects, Steamroller Technologies (December '23 - May '24)

Figure Animator (contract)

- Hand animated and cleaned up existing animation for implementation on multiple different animatronic figures as well as digital characters, including various interactions between characters and stage props, as well as precise timing to interact with shows/attractions.

WWE 2k23, Visual Concepts (April '22 - Feb. '23)

Cutscene Animator/Mocap Cleanup Artist (contract)

Proprietary Engine / Team size: 100+ / Professional wrestling sports game

- Hand-animated, cleaned up motion capture data, and implemented over 100 in-game cutscenes involving multiple characters and their interactions with each other, the ring, championship belts, and the ropes surrounding the ring.
- Hand-animated, cleaned up facial capture data, and implemented over 50 dialogue scenes involving multiple characters and lip-synced audio.

Living Legends 2: Armored Combat, JPL Studios (Sept. '21 - April '22)

Animator

Unreal Engine 5 / Team size: 55 / First Person Combined-Arms 'Mech Shooter

- Animated walk/run cycles for various weight classes of bipedal walkers, with both standard and inverse-leg designs, as well as jumping/landing and startup/shutdown animations.

The Last Spark, Electronic Revolution Studios (Nov. '20 - Dec. '21)

Animator, Character Rigger

Unreal Engine 4 / Team size: 12 / Third Person Puzzle-Platformer

- Hand animated over 30 player-driven interactions for main character.
- Rigged and skinned main character and background characters
- Directed and animated in-game cutscenes