

# Tyler Hughes

[tylerehughes.com](http://tylerehughes.com)

3D Animator/Mocap Cleanup Artist

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## Experience

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

Cutscene Animator/Mocap Cleanup Artist (contracted)

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 mechs, 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, Spark—a timid bot alone in a factory, surrounded by his fallen comrades.
- Rigged and skinned main character and background characters
- Directed and animated in-game cutscenes

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## Skills

- Keyframe Animation
- Motion Capture cleanup
- Character Rigging
- Animation State Machines
- Video Editing
- Audio Editing

## Tools

-  Autodesk Maya
-  Autodesk Motionbuilder
-  Perforce
-  Blender
-  Unreal Engine
-  Unity
-  Adobe Premiere CC
-  Adobe Photoshop CC

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## Education

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

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