

## **nate walpole**

### **character animator**

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**[www.bentllama.com](http://www.bentllama.com)**

**..games** **elder scrolls online**  
**halo 4**  
**halo ODST**  
**halo 3**  
**halo 2**  
**monsters inc**  
**wcw backstage assault**

**..experience** **zenimax online studios ..**

2011 **the elder scrolls online**  
2012 zenimax online studios | 2013 pc  
**senior animator**  
◦ hand keyed human and creature animation  
◦ conceptual animation created to further identify game features and design viability

**343i | microsoft game studios ..**

2008 **undisclosed halo project**  
2010 **halo 4**  
343 industries | xbox  
**senior animator**  
◦ hand keyed character animation  
◦ conceptual animation created to further identify game features and design viability  
◦ conceptual cinematic animation created to proof malleable concept and project direction  
◦ character rigging to assist in proof of concept while rigging staff was yet to be hired  
◦ experience researching various game engines, including but not limited to Unreal tech  
◦ as 343i transitions to take the Halo mantle from Bungie, I provided a keystone of Halo information encompassing previous development and best practices with regards to animation, character, gameplay, design, etc. in the Halo universe

**bungie ..**

2007 **halo ODST** (pre-production)  
2008 bungie studios | xbox  
**senior animator**  
◦ hand keyed character animation  
◦ conceptual animation created to further identify game features and design viability

2004 **halo 3**  
2007 bungie studios | microsoft 2007 xbox  
**senior animator**

- hand keyed character animation
- in-game and cinematic animation
- cinematic blocking/pre-vis, cinematic pipeline refinement and out-sourced animation critique and direction
- technical animation duties including character setup, training a character rigger, collaborating with technical artists on animation mechanics and engine/pipeline improvements
- MEL scripting of production tools, batch tools and custom GUI
- assisted technical artists in the refinement the animation pipeline
- intimate collaboration with coding staff to refine a malleable and extremely robust animation pipeline given legacy constraints
- created animation asset lists and collaborated with producers in scheduling animation completion for 4 animators, 2 contract animators and myself
- initiated regular critique sessions with animators and art lead
- perpetual research & development of the latest animation trends, techniques and tools
- mentored 2 contract animators, new to the animation and the games industry
- participated in the Animation Mentor program while working full time on Halo 3

2002 **halo 2**  
 2004 bungie studios | microsoft 2004 xbox

**senior animator**

- hand keyed character animation
- in-game and cinematic animation
- technical animation duties including character setup, facial and skeletal rigging, dynamics implementation, MEL scripting, expressions, skin weighting and asset management
- MEL scripting of production tools, batch tools and custom GUI
- developed a pipeline for the migration of legacy animation data assets from 3ds max to maya
- intimate collaboration with coding staff to create a fluent and extremely robust animation pipeline
- created animation asset lists and scheduled animation completion for 4 animators including myself
- initiated regular critique sessions with animators and art lead
- perpetual research & development of the latest animation trends, techniques and tools
- represented bungie and halo 2 in canadian print and television media, dealt with the press and their cryptic leading questioning to successfully create some great PR for our title and organization

**kodiak interactive ..**

2000 **monsters, inc**  
 2001 disney interactive 2002 ps2

**senior character animator**

- hand keyed character animation
- lip sync and facial animation
- technical character setup including facial and skeletal rigging
- MEL scripting of production tools and character GUI
- collaborated with coding staff to create a fluent animation pipeline

2000 **fantastic four**  
 2001 **goblin quest**  
 product pitches ps2

- hand keyed conceptual character animation
- technical character setup and rigging
- r & d of skeletal scaling rig for real time engine
- unreleased titles

1999 **wcw backstage assault**  
 2000 electronic arts canada 2000 ps1 n64

- motion capture editing
- MEL scripting of production tools and character GUI
- texture creation

#### **bentlrama productions ..**

1995 **freelance artist**

- current ◦ animation
- concept art
- graphic design
- illustration [comics]

#### **sheridan college ..**

1998 **teachers assistant – classical animation, year 2**

- 1999 ◦ required to review student exercises and increase their working knowledge of the fundamentals of animation

#### **..volunteer cgtalk forums ..**

2002 **moderator, community advisor**

- current ◦ cgtalk.com is a web forum catering to the cg enthusiast and professional
- over 434,000 registered users as of September 2010
- moderation of several key sections including but not limited to maya, MEL scripting, animation, character rigging, animation contests, game art design, game art contests
- advised on community development, content and contests

#### **..education animation mentor ..**

2006 **character animation, online mentoring**

- participated in 4 semesters of the online animation mentor program as a student, to sharpen my classical animation skills after years of split duties between animation and technical work
- gained a fun outlook on animation, some great tips from other industry professionals, earned a new respect for my animation skills and discovered personally how I will further performance in a video games medium
- <http://www.animationmentor.com>

#### **sheridan college ..**

##### **computer animation, diploma**

- 1998 ◦ gained insight of the cg animation process using
- 1999 ◦ softimage 3d 3.7 in a unix environment
- selected work nationally broadcast on canada's muchmusic television station [MTV for canadians]

##### **classical animation, diploma**

- 1995 ◦ achieved honours in 2d animation
- 1998 ◦ extensive knowledge in layout, composition, life drawing and colour theory

#### **parkside collegiate institute ..**

1990 **ontario secondary school diploma**

- 1995 ◦ received honours
- academic scholarship

#### **..computer skills**

- maya
- adobe photoshop
- adobe illustrator
- corel draw
- softimage xsi
- 3ds max
- corel painter
- adobe premiere
- mudbox
- motionbuilder

**..traditional skills** 2d animation ° concept art ° illustration ° painting ° sculpture

**..interests** mixed martial arts ° hockey ° paintball [milsim] ° offroading ° video games  
[fps/mmo/fighter] ° comic books

**..references** e-mail request for full references  
**LinkedIn references** – click **here**