

..resume **nathan walpole**

veteran character animator

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..objective to breed aesthetic and innovative character performance and gameplay within the framework of a world-class video game development studio

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

2008 **undisclosed halo project**

2010 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 **undisclosed projects**

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 bungle 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 bungle 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

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

bentllama productions ..

1995 **freelance artist**

- current
- animation
 - concept design
 - graphic design
 - hockey logo + jersey 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 ..

ontario secondary school diploma

- 1990 ◦ received honours
1995 ◦ academic scholarship

..computer skills expert ..

- maya
- adobe photoshop
- adobe illustrator
- corel draw
- windows | dos

advanced ..

- softimage 3d | XSI
- 3ds max | character studio
- corel painter
- adobe after effects
- adobe premiere

apprentice ..

- Z brush
- mudbox
- motionbuilder
- flash

..traditional skills

2d animation ° concept art ° illustration ° painting ° sculpture

..interests

mixed martial arts ° hockey ° paintball [milsim] ° theatre ° philosophy ° blues ° metal ° classic rock ° video games [fps/mmo/rpg] ° comic books ° parenting

..references

e-mail request for full references
LinkedIn references – [click here](#)