Roy Matos

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Technical Animator

Skills

* Software experience with Autodesk Maya, MotionBuilder, Vicon Blade, Optitrack, and Unreal Engine 4
* Pushes the limits of technology in the effort of bettering workflows and overall asset delivery
* Highly knowledgeable of pipeline creation and programs that allow for creative troubleshooting
* Stylized hand-keyed animation, motion capture cleanup, tool design, and on-set direction

Experience

Frame Machine | **Remote**

Animator
July 2023 - Present

Project - Unreleased (2)

Playstation Studios | **San Diego, CA**

Animator
November 2021 - July 2023

Shipped Titles - Callisto Protocol, Unreleased (2)

* Responsible for scene assembly, motion edit, and first-pass animations for cutscenes
* Animated characters, props, and vehicles for cinematics, using keyframe animation and motion capture data
* Iterated with directors and fellow animators to address feedback and improve animations

Visual Concepts | **Novato, CA**

Principal Technical Animator
June 2019 - November 2021

Shipped Titles - WWE 2K22, WWE 2K20

* Collaborated with Design & Engineering to improve animation creation and asset implementation workflows
* Developed visual style for cinematic presentation and led daily animation sessions
* Direction of all cinematic motion capture talent for Superstar Entrances, Victories, and Career Cutscenes
* Responsible for learning proprietary animation system and teaching the gameplay animation team
* Integrated and cleaned up motion-capture, melee-combat, animations for impactful visual quality

2K Games | **Petaluma, CA**

Motion Capture Assistant Director (AD)
December 2016 - June 2019

Shipped Titles - WWE 2K20, WWE 2K19

Motion Capture Stage Technician I

Shipped Titles - Mafia: Definitive Edition, Mafia III, XCOM 2:War of the Chosen, NBA 2K18 - 20, WWE2K18

* Ensured that all technical needs and acquisition goals were met for WWE2K Dev Team as on-set AD
* Designed, pitched, and implemented a suite of tools that allow for quick loading and visualization of realtime assets
* Operated as the lead realtime tech on 2K's highest-profile cinematic shoots. Responsibilities included:
  ** Constraining virtual cameras to match physical camera lens/aperture and wirelessly transmit those views to DP
  ** Ensuring all sets were built properly and to scale. Adding props & set pieces on-the-fly to match Director's vision
  ** Built and retargeted all characters & props to stream into both MotionBuilder and Unreal Engine

Education

M.S. - Interactive Entertainment - Art Track
Orlando, FL

University of Central Florida
December 2015
Florida Interactive Entertainment Academy