

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

Playstation Studios

San Diego, CA

Animator

November 2021 - Present

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 III (DLC), XCOM 2:WAR OF THE CHOSEN, NBA 2K20,19,18, 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

University of Central Florida

Florida Interactive Entertainment Academy

Orlando, FL

December 2015

B.F.A - Computer Art & Design - Computer Animation

Minors - Theatre Arts & Film

Jacksonville University

Jacksonville, FL

May 2013