JONATHAN DELEON

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3D Animator and Layout Artist

Professional Summary

Story-driven Animator focused on character development and high-quality animation. Successful at completing action-driven and dramatic shots with both keyframe and motion capture techniques. Has experience and knowledge in a wide range of animation styles, techniques, and software.

Skills

- Skilled in Maya, Unreal Engine, and Shogun Motion Capture
- Strong 3D Layout and Camera animation experience
- A well-trained artistic eye gained over years of study and practice
- Proficiency in Adobe software including: Premiere & After Effects
- Fluency in production tracking software: Shotgun and Jira
- Spreading Light back into the world of Sky
- Ability to record, retarget, and cleanup motion capture data through a layered animation technique
- Receptive to critique and committed to self-improvement
- Experienced in troubleshooting difficult problems and finding effective solutions

Work History

Layout Artist / Previz Animator, 12/2020 to Current
Rooster Teeth Animation
- Creating new shots, keyframe blocking the scene animation based on storyboards, and processing motion capture on request.
- Bring camera animation to final polish based on the scene's completed animation and directors' notes.
- Participating in department meetings to share personal ideas and to collect feedback from fellow artists and leads.

3D Artist, 10/2019 to Current
Village Features LLC
- Lead Layout Artist and chief operator of camera composition, animation, and shot choices.
- Prioritized and organized projects according to deadlines, timeframe, and amount of work needed for completion.
- Frequently used Unreal Engine, Maya, and Substance Painter to produce and render 3D game ready assets.

Crowds Animator, 08/2018 to 04/2019
Rooster Teeth Animation
- Worked alongside writers and producers to create unique crowd animations to translate their artistic vision into each show.
- Combined technical and artistic abilities to accomplish challenging crowd simulation objectives for two unique shows.
- Used Houdini to create over 1,000 unique crowd character variations with full range of emotions and movement.

QA Tester, 06/2016 to 12/2016
Activision Blizzard
- Collaborated with developers and other testers to ensure the highest quality of each video game title.
- Guided the team as a database manager, ensuring the developers in each studio received well written bug reports that were organized.
- Worked double shifts alongside the team submitting one of the highest individual bug report counts while continuing to assist in active daily tests and database management.

Education

Master of Fine Arts: Animation, 03/2020
Savannah College Of Art And Design - Savannah, GA
- Thesis: *Open Source, Bellwethers, and Animation: The importance of open source in the animation industry and the creation of bellwethers as a means of project contribution and further development*
- Coursework in Animation, Motion Capture and Game Design.
- Awarded Best Animated Short at the One-Reeler Short Film Competition

Bachelor of Arts: Digital Media Arts, 12/2015
University Of Northwestern - St. Paul - Saint Paul, MN
- Minor in Film Studies.
- Awarded Best Short Animated Film at the Five16 Film Festival

Certifications

- Animation Training with iAnimate – 2020-2021
- Animation Training with CG Tarian – 2020