

Hugo Morales

3062 Wellington St, Port Coquitlam BC V3B 3X2

Phone: 778-870-0100 - E-mail: hugoaviel@gmail.com - [LinkedIn Profile](#)

SKILLS

- Autodesk Maya
- Motionbuilder
- 3D Studio Max
- Unity Engine
- Character Studio, Puppet Shop
- Softimage XSI
- Xsens Motion Capture Tools
- Character Directing
- Unreal Engine Toolset
- Eclipse Engine Toolset
- Adobe Photoshop
- Adobe Premiere
- Storyboarding
- Animatics
- Basic Editing
- Animation Stylizing

3D ANIMATION EXPERIENCE

Self Employed/Freelancer, Port Coquitlam, BC

Oct 2019 - Present

Remote Animator for Robot Entertainment in Texas

Orcs Must Die 3

- Creation of in-game animations

Kickstart Entertainment, Vancouver, BC

Oct 2018 - Oct 2019

Animation Supervisor

Starbeam Animated Series

- Supervise Animation Quality of the series
- Provide Directorial Support
- Supervise in-house Animation Team
- Mentor and support animators
- Review and revise outsourced animations
- Create kickoff packages for assigned episodes
- Manage animation for the series
- Provide animation style guide/uphold animation style throughout series
- Maintain project quality
- And much more...

Waterproof, Vancouver, BC

Jan 2018 - Oct 2018

Lead Cinematic Animator

Mortal Kombat XI

- Create Cinematic Cutscenes using Motionbuilder
- Mentor and support animators

Fire-Point Interactive, Vancouver, BC
2017

July 2017 - Jan

Animation Professional

Saber VR game

- Rig and Animate Characters for game
- Animation design
- Develop look and feel for characters

Kabam Inc, Vancouver, BC

Nov 2015 - April 2017

Animation Professional

Marvel Contest of Champions

Transformers: Forged to Fight

- Animate
- Mentor
- Assist Production Development

Kickstart Entertainment, Vancouver, BC

Aug 2015– Nov 2015

Lead Animation Revisionist

Ready, Jet Go!

- Revise overseas animations

Bardel Entertainment, Vancouver, BC
2015

Sept 2014– Aug

Lead Animator

DreamWorks Original Series Dinotrux

- Supervise team of animators
- Assign shots
- Revise and approve animations
- Lead animation episodes
- Mentor, train, motivate and develop animators

Kabam, Vancouver, BC

June 2014– Sept 2014

Contractor Animator/Consultant

Fast and Furious 7

- Creating and Animating in-game Cinematics
- Vehicle Rigging
- Camera Animations

Goldtooth Creative, Vancouver, BC

March 2014– May 2014

Senior Animator

Shadows of Mordor

- Creating and Animating in-game Cinematics
- Facial and Camera Animations

Infernal Productions, Anywhere

January 2014 – Present

Co-Founder/Owner

Outsource/Freelance

- Founded own company for various freelance projects
- Full production services; Animation, design, storyboard, etc.

CCP North America, Atlanta, GA

May 2010 – Dec 2013

Senior Animator

World of Darkness

Eve Incarna

- Creating and Animating in-game movements
- Creating animations for Trailers
- Prototyping
- Motion Capture (Capture, Edit, Direct, Setup)
- Tools Development

Freelance Animator, Edmonton, AB

Nov 2009 – May 2010

Animation generalist for various freelance projects

- Creature Animation with Maya
- Character modeling, texturing and Rigging
- Lighting and Rendering
- Project Management

Bioware Corp, Edmonton, AB

Jan 2007 – Nov 2009

Senior Cinematic Animator

Mass Effect 2

Dragon Age: Origins

- Creating and Animating in-game Cinematics
- Tools Development

- Mentoring
- Mocap

Frantic Films, Vancouver, BC

June 2006 – Dec 2006

Pre-vis Artist

Fantastic Four 2 (Feature Film)

- Pre-vis using 3D Studio Max 7 and Maya 6
- Other projects

DNA Productions, Irving, TX

Sept 2005 – April 2006

Character Animator

The Ant Bully (CG Animated Feature Film)

- Character Animator using Maya 7.0 for feature film
- Crowd Character Animator for feature film

Frantic Films, Vancouver, BC

June 2005 – Sept 2005

Pre-vis Artist

X-Men 3 (Feature Film)

- Pre-vis on X-Men 3 feature film using 3D Studio Max 7

Mainframe Entertainment, Vancouver, BC

Nov 2004 – June 2005

Character Animator

DTV Feature Films: ***Stuart Little 3***, ***Barbie and the Magic of Pegasus*** and ***Max Steele***

- Animator for DTV feature films using XSI

Microids Canada, Montréal, Québec

Apr 2004 – Nov 2004

Senior Character Animator

- Senior Character Animator using 3D Studio Max 6
- Researching and developing for feature film and game cinematic
- Software testing; Motionbuilder 5.5, CAT

Electronic Arts, Montréal, Québec

Dec 2003 – Apr 2004

Senior Character Animator

GoldenEye: Rogue Agent (PS2, Xbox, DS, GC)

- Senior Character Animator using Maya 5 and 3D Studio Max 6
- Researching and developing a new internal project

Ciné-Groupe Animation, Montréal, Québec

Dec 2002 – Nov 2003

Senior Character Animator

Tripping the Rift (TV Series)

- Senior Character Animator using 3D Studio Max

Klik Animation, Montréal, Québec

Sept 2002 – Mar 2003

Lead Animator/Director/Character Animator

- Lead Animator/Director for a commercial
- Character animator using 3D Studio Max 4

Interstation, Quebec, Québec

June 2002 – Aug 2002

Character Animator/Animation Supervisor

Black and Bruised (GC)

- Character animator using 3D Studio Max 4 for FMV cinematics

2D TRADITIONAL ANIMATION EXPERIENCE

Ciné-Groupe Animation, Montréal, Québec

Oct 1997 – Dec 2003

Animation Director

- Other roles included Animator, Sheet Director, Storyboard Artist and Layout/Posing Supervisor
- Overseas Supervisor (Chilean animation in Santiago, Chile)
- Projects include “Bad Dog”, “What’s with Andy?”, “Sagwa”, “Pig City”, “Kids from Room 402”

Vivatoon, Montréal, Québec

Aug 2001 – 2003

Sheet Director/Animatics Editor

- Worked on “Lilly the Witch” Sheet Director and Editor

Cinar Animation, Montréal, Québec

Mar 1997 – Oct 1997

Layout/Posing Artist

- Background Designs and Character Posing for TV Series “Caillou”, “Arthur”, “Ivanhoe”.

Michael Mills Productions, Montréal, Québec

Jan 1996 – Dec 1996

Animator/Assistant Animator

- Assistant Animator on several commercials

NOA Network of Animation, Vancouver, BC

Feb 1995 – Dec 1995

Animator

- Other roles included Assistant Animator, Layout/Posing and Production Coordinator

EDUCATION

VanArts, Vancouver, BC

1999

- Program: Summer Intensive 3D Studio Max

Capilano College, Vancouver, BC

1995

- Program: Introduction to Commercial Animation

Dawson College, Montréal, Québec

1993-1994

- Program: Creative Arts

Demo Reel

<https://www.youtube.com/watch?v=pfcvwdtr5Tc>

Animated all shots in Demo reel