

RICHARD HOPPER

3D ANIMATOR | Hopper3D.com

Education

University of the Incarnate Word – 2004
B.A. Computer Graphic Arts – 3D Animation
Magna Cum Laude
GPA: 3.86/4.0

Skills

-3D body and facial animation, key frame, motion capture cleanup, basic rigging, basic modeling/texturing, traditional art skills, and most forms of digital design.

Pro Experience

- **Weta Digital, Wellington, New Zealand | 7/16 – 2/25/17 | Motion Editor**
 - Cleaning up motion capture, and adding keyframe animation where needed for body motions for the film, War for the Planet of the Apes.

- **Infinity Ward, Woodland Hills, CA | 6/16 – 7/16 | Animator**
 - Cleaning up motion capture and adding keyframe animation where needed for body motions for scripted in-game events. (mid June - mid July duration)
 - Games: Call of Duty: Infinite Warfare

- **The Third Floor, Los Angeles, CA | 5/16 – 5/16 | Previs Shot Creator**
 - 1 week of previs shot creator training and 1 week of previs production on an undisclosed project.

- **Sony Computer Entertainment America (via Yoh), San Diego, CA | 8/15 – 3/16 | Animator**
 - Cleaning up motion and facial capture, and adding key frame animation where needed for both body and face for cinematics. Key framed prop interaction.
 - Games: Uncharted 4: A Thief's End.

- **Archimage, Houston, TX | 7/13 – 7/15 | 3D Artist and Animator**
 - 3D Modeling, texturing, animation, rigging, and lighting for environments, props, and human characters for an unannounced serious game for the mobile market.

- **TimeGate Studios, Sugar Land, TX | 4/10 – 3/13 | Animator**
 - 3D animation and rigging for humans, weapons, and vehicles, and motion capture clean up for games.
 - Games: Section 8: Prejudice, Minimum, and Aliens: Colonial Marines.

- **More work experience and references available upon request -**