

# 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 | 7/17 – Present | Motion Editor**
  - Cleaning up motion capture, and adding keyframe animation where needed for body motions via the software, Nuance.
  - Films: Rampage, and more to be announced at a later date.
- **Sony VASG (SIE) (via Yoh), San Diego, CA | 3/17– 6/17 | 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: The Lost Legacy
- **Weta Digital, Wellington, New Zealand | 7/16 – 2/17 | Motion Editor**
  - Cleaning up motion capture, and adding keyframe animation where needed for body motions via the software, Nuance.
  - Films: 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
- **Sony VASG (SIE) (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.

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