



Kyle Tsutsumi-Hypnar

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Animator

Specializing in animation for games in an environment where growing, learning and being a valued member of a team that creates high quality projects together is a priority.

Technical Qualifications

- Autodesk Maya (12 years)
- Unity Engine (10 years)
- CineMachine (2 years)
- Rigging/Character Setup (4 years)
- Adobe Photoshop (12 years)
- 3D Animation (12 years)
- Game Animation (8 years)
- Character Animation (8 years)
- Facial Animation (4 years)
- Adobe After Effects (4 years)
- Motion Capture (3 year)

Skills

- Animated humans/humanoids, various animals, and monsters of all sizes.
- Traditionally trained in animation and comprehensive knowledge of the twelve principals of animation.
- Excels in production pipelines and team-oriented work situations
- Excellent communication skills
- Comfortable with tech and art related tasks
- Ability to take, understand and utilize criticism in a professional manner
- Familiar with current motion capture techniques and pipeline.
- Excellent organizational skills utilized for tracking assets through the pipeline.
- Great in a collaborative team environment

EXPERIENCE

ELECTRONIC ARTS

APR 2021 - PRESENT

Senior Animator

Electronic Arts acquired Glu Mobile in April 2021. Keyframe animation and motion capture animation. Retargeting using Maya HumanIK.

GLU MOBILE

OCT 2017 – APR 2021

Senior Animator

Animating WWE Universe, Deer Hunter World, and Tap Sports Baseball. Using Maya and Unity. Created key framed animation of wrestlers performing signature and generic wrestling moves, various animals' realistic locomotion and idles. Used CineMachine in Unity to create cinematics for level introductions.

MACHINE ZONE

JAN 2015 - AUG 2017

Animator/Rigging and Character Setup

Responsible for the rigging and animation of in game assets for the top grossing apps, Game of War and Mobile Strike. This includes lighting, rendering, final adjustments and adding effects in Photoshop and After Effects. For anything animation or effects related I was the main point of contact and stand in lead for both projects and was responsible for the multiple pipelines that both games required.

QUARKGAMES INC.

JULY 2014- NOV 2014

Animator and Visual Effects Artist

Responsible for the animation and visual effects pipeline. Owning, overseeing and pushing the limits of quality for everything animation or VFX related. Animation is done in Maya and brought into Unity. Visual effects are created through a combination of Unity's Shuriken particle system, Particle Illusion, and After Effects.

ROBLOX

JAN 2014 - JULY 2014

Contract Animator

Creating in game animation assets for the Roblox platform.

QUARKGAMES INC.

NOV 2012 - DEC 2013

Animator

The games 60+ character's animations were tailored to bring out the personality of the race and of the individual unit within its race. From the bravado of the muscular knight, to the spunky, youthful attitude of the elven initiate, or the cartoony squash and stretch of the Chibbet race; I created 3D animations for Champs: Battlegrounds (<http://quarkgames.com/champs>), a real time tactics game for iOS and Android. Animations included locomotion, combat, idle and death animations for characters of varying races, background, biped, and quadruped.

In addition to my animation responsibilities, I am responsible for coordinating audio SFX outsourcing; ensuring quality and continuity with project needs, as well as managing freelance animators.

BIGPOINT, INC.

OCT 2010 - NOV 2012

Animator

Created 3D animations for the Unity engine for player and non-player locomotion, attacks, interactions, and emotes across a wide variety of character types for browser based games. Animations included humans/humanoids, various animals and monsters. Worked with the art director and lead artist to create an animation style to fit the visual look and feel of the games. Responsible for making sure the animations fit the personality and play style of each character. Genres included third person shooters, dungeon crawlers and MOBA.

Universal Monsters Online

May 2012 – October 2012

Collaborated with the lead animator to create an animation style to fit the visual look and personality of each monster. Animated player and non-player locomotion, attacks, abilities, hit reacts, and deaths. Came up with naming convention used for animation assets to maintain clear descriptions so non-animators can easily identify assets. Created and maintained a new excel spreadsheet for tracking each characters animation progress and status through the character pipeline.

Battlestar Galactica Online

April 2012

Realistic animations created for bipedal human locomotion, shooting, reloading, and death for third person shooter prototype for a new Battlestar Galactica Online game mode.

The Mummy Online

January 2011 – April 2012

Created bipedal and non bipedal animations for player and non-player locomotion, attacks, interactions, and emotes. Characters included scarabs, camels, raiders and mummies. Created and maintained excel spreadsheet for tracking each characters animation progress for team's use.

Ruined Online

October 2010 – December 2010

Cleaned up outsourced assets that did not meet the team's needs. Created new assets for new characters as development continued. Contributions led to full time employment.

GOON SQUAD PICTURES

SYFY CHANNEL PORTAL TEST SHOT

April, 2009

Animator

Sole animator responsible for animating an alien creature in a test shot. Achieved realistic weight and movement for a large multi-ton creature. Worked with a team to complete the composited shot with animation, green screen elements and a live plate. The test shot was for a bid on an upcoming SyFy channel original movie. The bid was won.

EDUCATION

- Animation Mentor
Certificate in Advanced Studies in Character Animation 2008- 2009
- Expression College for Digital Arts, Emeryville, California
Bachelors of Science in Animation and Visual Effects 2004-2007