

KYLE TSUTSUMI-HYPNAR

Livermore, CA · 925.980.4075 · [linkedin.com/in/kyleth](https://www.linkedin.com/in/kyleth) · [linkedin.com/in/kyleth](https://www.linkedin.com/in/kyleth) · [kyleth.com](https://www.kyleth.com)

Senior Character Animator

Maya · Unity · Real-Time Games · Mocap

Senior animator with 16 years in Maya and Unity, the last decade focused on real-time character animation for shipped mobile and VR games. Deep background in keyframe and mocap-driven performance across humans, athletes, animals, and quadrupeds ranging from single characters to libraries of 60+. Has owned animation direction at Electronic Arts and built animation pipelines from the ground up at multiple studios.

TECHNICAL SKILLS

Software: Autodesk Maya (16 yrs) · Unity Engine (14 yrs) · CineMachine (2 yrs) · Adobe Photoshop (12 yrs) · Adobe After Effects (4 yrs)

Animation: 3D character animation (16 yrs) · Game animation (16 yrs) · Facial animation (4 yrs) · Motion capture cleanup & retargeting (8 yrs) · Character rigging & setup (7 yrs)

Methods: 12 principles of animation · HumanIK retargeting · Animation state machines (Unity) · Mocap pipeline management · Cross-department production pipelines

PROFESSIONAL EXPERIENCE

IRL STUDIOS | Senior Animator

Sep 2025 – Present

- **Promoted from contract to full-time** within 4 months based on animation output for Gym Class, an award-winning VR basketball title.
- Produce real-time character animations in Maya using keyframe and mocap, then implement them in Unity while maintaining playback quality within VR frame budget constraints.
- Retarget mocap sessions to a custom Maya rig using HumanIK and deliver cleaned, game-ready assets into Unity's animation pipeline.
- Refine locomotion and reaction animations for AI-controlled basketball bots, improving movement believability during live gameplay.

IRL STUDIOS | Contract Animator

Jun 2025 – Sep 2025

- Brought on to develop and integrate character animations for Gym Class (VR, Unity), working across hand-keyed and mocap workflows end-to-end.

ELECTRONIC ARTS | Associate Animation Director

Nov 2021 – Mar 2024

- Directed animation across multiple mobile projects under EA, setting quality standards and workflow practices adopted by the team post-Glu acquisition.
- Led mocap integration for live projects covering session planning through in-engine implementation, reducing revision rounds between motion capture and ship-ready assets.
- Worked directly with Art Directors to align character performances with established visual style across projects.
- Mentored animators at multiple levels and grew team output without increasing headcount.

ELECTRONIC ARTS | Senior Animator

Apr 2021 – Nov 2021

- Delivered keyframe and mocap animations across EA Mobile titles following the Glu acquisition and maintained production pace through the studio transition period.
- Used Maya HumanIK to retarget and adapt existing motion data across different character rigs, extending asset life across projects.

GLU MOBILE | Senior Animator*Oct 2017 – Apr 2021*

- **Shipped 3 titles:** WWE Universe, Deer Hunter World, and Tap Sports Baseball, animating athletes, hunters, and sports characters in Maya and Unity.
- Built cinematic in-game sequences using CineMachine in Unity, adding camera-driven storytelling to gameplay moments without additional rendering overhead.
- Maintained and extended Unity animation state machines for character locomotion and interaction systems across titles.

MACHINE ZONE | Animator / Rigging & Character Setup*Jan 2015 – Aug 2017*

- **Rigged and animated character assets for two top-grossing apps**, Game of War and Mobile Strike, integrating assets into live game environments.
- Standardized animation pipeline processes across the team, reducing handoff friction between art and engineering.

QUARKGAMES INC. | Animator & VFX Artist*Jul 2014 – Nov 2014*

- Animated characters for Champs: Battlegrounds and an unannounced project, coordinated audio SFX outsourcing and managed freelance animators.

ROBLOX | Contract Animator*Jan 2014 – Jul 2014*

- Produced in-game animation assets for the Roblox platform across a high-iteration production schedule.

QUARKGAMES INC. | Animator*Nov 2012 – Dec 2013*

- **Built the full animation library for 60+ characters** in Champs: Battlegrounds, a real-time tactics game for iOS and Android, covering locomotion, combat, idle, and death states for bipeds, quadrupeds, and creature variants, each animated to reflect distinct unit personalities.
- Coordinated SFX outsourcing and supervised freelance animator deliverables to maintain consistency across the full character roster.

BIGPOINT, INC. | Animator*Oct 2010 – Nov 2012*

- Created 3D character animations for browser-based games spanning third-person shooters, dungeon crawlers, and MOBAs, working directly with art directors to match each game's aesthetic.

EDUCATION & TRAINING**Animation Mentor***Certificate in Advanced Studies in Character Animation***Expression College for Digital Arts***B.S. in Animation and Visual Effects · Emeryville, CA*