**Kyle Tsutsumi-Hypnar**

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Senior Animator

Senior Animator leveraging extensive experience in game animation to contribute to high-quality projects and mentor junior animators.

Technical Qualifications

* **Software**: Autodesk Maya (12 years), Unity Engine (10 years), CineMachine (2 years), Adobe Photoshop (12 years), Adobe After Effects (4 years)
* **Animation**: 3D Animation (12 years), Game Animation (8 years), Character Animation (8 years), Facial Animation

(4 years), Motion Capture (4 years)

* **Rigging**: Rigging/Character Setup (7 years)

Skills

* Animated humans/humanoids, various animals, and monsters of all sizes.
* Proficient in the twelve principals of animation.
* Skilled in production pipelines and collaborative team environments
* Excellent communication skills
* Comfortable with tech and art related tasks
* Ability to take, understand and utilize criticism in a professional manner
* Experienced with current motion capture techniques and pipeline.
* Excellent organizational skills utilized for tracking assets through the pipeline.

EXPERIENCE

*Electronic Arts* Apr 2021 - Present

Associate Animation Director Nov 2021 - Present

* Lead animation team across multiple projects, ensuring the delivery of top-tier animation through innovative techniques and best practices.
* Collaborate closely with Art Directors to maintain artistic vision and consistency across projects.
* Spearhead the integration of motion capture animations, optimizing workflows for efficiency and quality.
* Work collaboratively across different departments to successfully complete projects and tasks.

Senior Animator Apr 2021 – Nov 2021

* Electronic Arts acquired Glu Mobile in April 2021
* Produced high-quality keyframe and motion capture animations, contributing to the success of various projects post-EA acquisition of Glu Mobile.
* Applied expertise in Maya HumanIK for retargeting and rigging tasks, enhancing animation quality and efficiency.

*Glu Mobile* Oct2017 – Apr 2021

Senior Animator

* Created dynamic animations for diverse game titles including WWE Universe, Deer Hunter World, and Tap Sports Baseball, utilizing Maya and Unity.
* Innovated cinematic sequences using CineMachine in Unity, enhancing player engagement and immersion.

*Machine Zone* jan2015 - Aug 2017

Animator/Rigging and Character Setup

* Executed rigging and animation tasks for top-grossing apps Game of War and Mobile Strike, ensuring seamless integration of assets into game environments.
* Streamlined animation pipelines while fostering a collaborative and productive work environment.

*Quarkgames Inc.* july2014- Nov 2014

Animator and Visual Effects Artist

* Developed animations for characters in Champs: Battlegrounds and an unannounced project, overseeing audio SFX outsourcing and effectively managing freelance animators.

*Roblox* Jan2014 - July 2014

Contract Animator

* Produced captivating in-game animation assets for the Roblox platform, contributing to the immersive gameplay experience.

*Quarkgames Inc.* nov 2012 - dec 2013

Animator

* Crafted animations for a diverse roster of over 60 characters in Champs: Battlegrounds, a real-time tactics game for iOS and Android.
* Customized animations to accentuate the distinct personalities of each race and individual unit, covering a spectrum of actions including locomotion, combat, idle, and death sequences for characters spanning bipeds to quadrupeds.
* Assumed responsibility for coordinating audio SFX outsourcing to uphold standards of quality and consistency in alignment with project demands, while providing oversight for freelance animators.

*Bigpoint, inc.* oct 2010 - nov 2012

Animator

* Crafted dynamic 3D animations for various browser-based games, collaborating closely with art directors to ensure alignment with game aesthetics and player experience.
* Genres included third person shooters, dungeon crawlers and MOBA.

EDUCATION

* Animation Mentor

Certificate in Advanced Studies in Character Animation

* Expression College for Digital Arts, Emeryville, California
  + Bachelor of Science in Animation and Visual Effects