

# JASON BARNES

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## **SUMMARY OF QUALIFICATIONS**

Industry experience working in multiple aspects of game development from directing motion capture to leading animation teams, and developing animation processes. Self motivated and capable of working in multiple styles. Passionate about pushing the limits of what is possible in the future of gaming.

## **PROFESSIONAL EXPERIENCE**

Rockstar Games

**Senior Cutscene / In-game Animator & Assistant Motion Capture Director** 06 / 2011 – 02 / 2019

- Animated cinematic sequences on Max Payne 3, Grand Theft Auto 5, and Red Dead Redemption 2
- Five years experience working on set, assistant directing motion capture
- Worked with directors, producers and actors to get desired motion data
- Managed the NYC cinematic animation team
- Ensured highest quality animation was delivered in a timely manner
- Collaborated with multiple departments to streamline workflow

Papaya Studios / Cartoon Network

**Contract Character animator** 01 / 2011 – 07 / 2011

- Hand animated in-game / cinematic sequences for Cartoon Networks Punchtime Explosion XL
- Animated various styles related to characters episodic animation design

Hi Road Productions

**Contract Animator** 11 / 2010 - 02 / 2011

- Created animatic sequences for commercials like Laffy Taffy, Behr Paint, and TRESemme
- Used After Effects to animate 2D images in 3D space and created rough shot breakdowns for commercials

Sony Computer Entertainment America

**Contract 2D Animator** 07 / 2010 – 11 / 2010

- Hand animated cinematic sequences for Motorstorm 3
- Created animatic sequences for Infamous 2
- Worked with lead animator and artists to create desired “motion comic” style
- Animated 2D effects in 3D space and painted in style of lead artist when needed

## **EDUCATION**

The Art institute of California, San Diego: Bachelor of Science in Media Arts & Animation

06 / 2010

**President of the Ambassadors Club**

- Organized events / public speaking
- Introduced and acclimated new students to the campus

### **TECHNICAL SKILLS:**

Maya

Motion Builder

Photoshop

After Effects

Adobe Premier

### **TRADITIONAL SKILLS:**

Painting

Drawing

Sculpting

Photography

### **OTHER:**

Martial Artist (multiple styles)

Former Parkour Instructor

Former Self Defense Instructor

Surfer / Outdoorsman

Experienced Chef