

TIARA MAYE : ANIMATOR

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SUMMARY:

I'm an experienced Animator with over 15 years as an animator in the Video Game industry. I'm a skilled animator and leader with a love for teamwork and efficient pipelines. I have a lot of experience with Cinematics, Menus and Narrative gameplay. While I know I have a lot to offer a team in skills the biggest thing I have to offer is my mindset. I'm always looking for a way to elevate the whole team and not just me. This is what I find the most rewarding and is why I'm a team player. You can't make a great game alone.

SKILLS:

- Motion Capture Shoot Direction
- Motion Capture Animation
- Keyframe Animation
- Teamwork
- Leadership
- Scheduling
- Pipeline Creation
- Tutorial/Documentation Creation
- Mentoring
- Animation Review
- Animation Blending
- Animation Cycles
- In game vignettes
- Cinematics
- Gameplay
- Blocking/Previz
- Working with game engines
- Problem Solving

WORK EXPERIENCE:

Ubisoft: Lead Animator (Oct 2022- Dec 2024)

Games: XDefiant

RESPONSIBILITIES:

- Coordinate with Directors and other departments on Frontend: This involves prototyping, writing up tutorials and documentation, brainstorming new ideas, presenting ideas to legal and directors, Mocap prep, actor selection, and Mocap direction. Then coordinate with other departments on seasonal work. Schedule seasonal work, schedule director reviews, review animations, create animations, implement animation into game engine and inform departments when it's ready for their work.
- Onboarding: This involved creating an onboarding path for the new animators and working with them one on one.
- Mentor: Meet one on one with members of my team to check in and give a space for concerns or questions to be voiced freely.
- Pipeline Creation: Figure out and then document new pipelines

Aspyr: Senior Cinematic Animator (Apr 2022-Oct 2022)

Games: Not released

RESPONSIBILITIES:

- Gold Cinematics: Work with Animation Director and Cinematic lead to previz scenes and polish.
- Training: Create tutorials and documentation for processes
- Mentor: Work with junior animators to improve their skills and well-being

High Moon Studios: Senior Animator (Nov 2019-Apr 2022)

Games: COD Cold War and COD Vanguard

RESPONSIBILITIES:

- Previz: Blockin Animation and integrate into game for Director review
- Animation: Created cinematics and in game narrative moments where needed
- Training: Create tutorials and documentation including the onboarding process.
- Pipeline Creation: Figure out and then document new pipelines
- Integration: Integrate animation into the engine
- Work with other departments on the levels I was responsible for.
- Help with scheduling and managing the team whenever the lead was unavailable
- Mentor: mentored the animators to help them push to the next quality and career level

Rockstar Games: Cutscene Animator (2016-Nov 2019)

Games: GTAV DLC and RDR2

RESPONSIBILITIES:

- Cutscene animation: Created any cinematic or in game animation specific to my levels. I also reviewed and managed my outsource team, as well as worked with the other departments about the needs for my levels.
- Implementing in game: Setup animations in the game engine

Rockstar Games: Motion Capture Animator/Cutscene Animator (Jul 2011-2016)

Games: Max Payne 3, GTAV, GTAV DLC and RDR2

RESPONSIBILITIES:

- Cutscene animation: Created any cinematic or in game animation specific to my levels. As well as worked with the other departments about the needs for my levels.
- Implementing in game: Setup animations in the game engine

- Running the San Diego motion capture studio: This entailed ordering supplies, training staff, working out the on-stage builds, staying up to date on the mocap tech, running the shoot, keeping the shoot running smoothly and working with the directors.
- Data processing: I ran through and processed the data when needed

Amerra Medical Visualization: Freelance Animator (Jul 2010- Jul 2011)

RESPONSIBILITIES:

- Responsible for animation and some modeling, texturing and working with client

SOFTWARE:

Proficient in:

PC, Mac and Linux Platforms, Lightstorm's Identify, Nuance, Realtime, Define, Mdled and dof ed Maya, Motionbuilder, Photoshop, and Microsoft Office

Familiar with:

Vicon's Blade, OptiTrack, 3DS Max, Illustrator, After Effects, Premiere, In Design Fireworks, Dreamweaver, Flash, the Rage engine, COD Engine, Snowdrop Engine, Unreal

EDUCATION:

Master of Fine Arts in Animation (December 2010)

Bachelor of Fine Arts in Animation (November 2009)

Savannah College of Art and Design. Savannah, Ga.

Courses of study included: Drawing, Art History, Advanced Rigging and Animation courses including Realtime Cinematics, Animation for Video games and Motion Capture

SPECIAL INTERESTS:

I love to learn. I firmly believe you can never know everything, and you can always improve. This informs the way I do things as well. I believe it doesn't matter where a good idea comes from as long as it's a good idea we should investigate it, team first always. My other main love is movement. Due to this I've been involved in multiple martial arts and sports throughout the years. This has really helped me in my understanding of the way the human body moves.