

Nicolas Witthoeft

Character Animator

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Tools

- Maya
- Unreal 4
- Unity
- Photoshop
- Illustrator
- Animate

Skills

- 3D Animation
- 2D Animation
- 3D Modeling
- Character Design
- Illustration
- Pixel Art

Experience

Feudal Games – *Wake from Death* – Character Animator

February – May 2019

- Work with leads to create animations that support the aesthetic and creative vision
- Create over 10 animations used in game such as: movement cycles, attack, hurt, and death animations
- Use live references to create realistic looking animations
- Utilize animation fundamentals to create dramatic but believable character animations
- Rapidly adapt and iterate animations based on direct feedback and criticism
- Work with tech team to make sure animations were implemented properly and looped seamlessly

Dead Level – *Sanguine Soul* – Character Animator, Character Artist

September-December 2018

- Create over 5 creature animations for enemies that appear in game such as: attack cycles, death cycles, and idles
- Use live references to create realistic and natural looking creature animations
- Utilize animation fundamentals to create dramatic but believable creature animations
- Work with leads to design unique enemy concepts to populate the game world
- Model enemies, props, and background clutter to match the intended aesthetic

Starbreak Studios - *Prism Breaker* – Creative Director, Character Animator, Character Artist

March-April 2018

- Use Animation Fundamentals to convey personality and accurate motion in a 2D space
- Hand draw over 100 frames of pixel art character animation
- Design and draw engaging character concepts that can be read easily from small resolutions
- Lead a team of 5 to create a successful prototype in the span of a 14 week period

Education

Bachelor's in the Arts – *Game Design* – University of Central Florida

May 2019