




## Nicolas Witthoeft

ANIMATOR

 (321) 305-8429

 nicolas@witthoeft.art

 [www.witthoeft.art](http://www.witthoeft.art)

 [www.linkedin.com/in/nicolas-witthoeft](https://www.linkedin.com/in/nicolas-witthoeft)

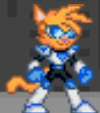
### TOOLS

- Autodesk Maya
- Motionbuilder
- Unreal Engine 4
- Unity Engine
- Perforce
- Jira
- Adobe After Effects
- Adobe Animate
- Adobe Photoshop
- Adobe Premiere Pro



### SKILLS

- Keyframe Animation
- Mocap Cleanup
- Storyboarding
- 2D Animation
- Character Design
- Illustration
- 3D Modeling
- Character Rigging
- Pixel Art



## WORK EXPERIENCE

### CHARACTER ANIMATOR - ARTIST

#### *Freelance Work*

May 2023 - Current

- Worked with clients to design, model, texture, and rig 3D characters for streaming and content creation purposes
- Created Animated shorts in a timely manner for Youtube and TikTok to capitalize on current trends

### CHARACTER ANIMATOR

#### *19 Souls on Board*

Nov 2021 - Dec 2022

- Utilized 3 different bipedal character rigs of varying proportions to keyframe locomotion and ability gameplay animations.
- Worked with the lead tech artist to implement animations in Unreal State Machines
- Provided storyboards, animations, facial animation, and rendering assistance in maya for the finale cutscene
- Took part in weekly art team meetings to share feedback and iterated on animations where notes were given

### CHARACTER ANIMATOR

#### *F.I.E.A Projects*

Aug 2021 - Dec 2022

- Animated a 30 second cinematic cutscene for a 2 week rapid prototype project
- Provided all gameplay and story animations as the sole animator for a serious VR game developed for child psychologist Ekaterina Muravevskaia
- Recreated the opening segment of Pokemon Red in VR. Utilized 3 creature rigs to create stylized gameplay animations faithful to the series' unique anime style

### CHARACTER ANIMATOR

#### *Feudal Games*

Jan 2019 - May 2019

- Worked independently as the sole animator creating all animations. Including combat, locomotion, and idle animations
- Took initiative and organized my own schedule to ensure all deliverable deadlines would be met.
- Provided rigging assistance for the primary bipedal character and created the rig for the drone enemy

### CHARACTER ANIMATOR - ARTIST

#### *Dead Level*

Aug 2018 - Dec 2018

- Took the enemy characters through the entire art pipeline from initial concept to fully animated asset
- Utilized 2 creature rigs to create exaggerated enemy animations that are readable clearly from a first person camera.
- Illustrated 4 motion comic cutscenes
- Shipped Sanguine Soul on Steam

## EDUCATION HISTORY

Masters of Science in  
interactive Design

Aug 2021 - Dec 2022

Florida Interactive Entertainment Academy

Bachelors of Arts in  
Digital Media

Jan 2016 - May 2019

University of Central Florida

# NICOLAS WITTHOEFT

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(321) 305-8429  
nicolas@witthoeft.art

- **JOHANTHAN ANNAND**

*Senior Animator Iron Galaxy Studios*  
*Adjunct Instructor at FIEA/UCF*  
[jannand@irongalaxystudios.com](mailto:jannand@irongalaxystudios.com)  
407.902-6971

- **LOUIS MCTAGUE**

*Narrative Technical Designer at Respawn Entertainment*  
[lemctague@gmail.com](mailto:lemctague@gmail.com)  
407.330-8886

- **GIDEON SHBEEB**

*Assistant Director of Academic Programs Nicholson School of Communication and Media*  
*Associate Instructor of Digital Media Games and Interactive Media (GAIM), University of Central Florida*  
[gideon@ucf.edu](mailto:gideon@ucf.edu)  
407.823-0563

- **PETER SMITH, Ph.D**

*Deputy Assistant Director of Digital Media Games and Interactive Media*  
*Associate Professor of Game Design University of Central Florida*  
[peter.smith@ucf.edu](mailto:peter.smith@ucf.edu)  
407.929-3722

- **TERRELL THEEN**

*Professor Game Art, Animation and Immersive Experiences University of Central Florida*  
[ttheen@ucf.edu](mailto:ttheen@ucf.edu)