



JONATHAN MARSHALL

ANIMATOR

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OBJECTIVES To work and collaborate with other creative individuals to make games that inspire others.

EXPERIENCE **2K Games | Jan. 2017 - April 2017**

XCOM2: War of the Chosen

Animator

Mocap cleanup and polish for in-game cinematic cutscenes.

Hectic Digital | Sept. 2016 - Dec 2016

Animator

Keyframe animation and motion graphics for commercials and promotional videos.

2K Games | July 2015 - Aug. 2016

Batteborn

Animator

Keyframe animation for trailers and character introduction videos.

XCOM 2

Animator

Mocap cleanup and polish for in-game background characters.

NBA 2K17

Facial Mocap Retargeting Animator

Cleanup of facial tracking in Faceware.

Bloom Studios | Sept. 2014 - July 2015

Animator

Keyframe animation and motion graphics for commercials and promotional videos.

2K Games | May 2014 - Aug. 2014

NBA 2K15

Facial Mocap Retargeting Animator

Cleanup and polish of facial mocap in Maya.

Game Developers Conference | March 2014, 2015

Conference Associate

Prep panel presenters and help every attendee to have a great conference.

SOFTWARE & SKILLS Autodesk Maya | Autodesk Motionbuilder | Python | Unreal Engine
Perforce | Adobe After Effects | Adobe Photoshop | Adobe Dreamweaver

EDUCATION **Academy of Art University | San Francisco, CA | Jan. 2009 - May 2014**

BFA in Character Animation

Tea Time Animation Club | Online Community Manager

Christian Student Fellowship Club | Former President and Co-Founder

HOBBIES Video Gaming, Traveling, Reading, Scuba Diving, Settlers of Catan.