



Clockwork Revolution



Responsible for camerawork and robot animation.

- InXile Games
- Camerawork animated in Unreal Engine
- Robot character keyframe animation in Maya
- Utilized client game build

"Assemble!"



Responsible for camerawork and character animation.

- Everything animated in Unreal Engine
- Keyframe Animation
- Personal project

Marvel's Midnight Suns



Responsible for camerawork and mocap integration.

- Firaxis Games
- Responsible for layout of character and camera action
- Camerawork animated in Maya
- Mocap animation cleaned up in Maya

Towerborne



Responsible for camerawork, layout and character animation.

- Stoic Studio
- Adapted storyboards into cinematic layout
- Everything animated in Unreal Engine
- Responsible for recreating character blueprints