Travis Guadan

253-225-8687 | travis@taguadan.com

Senior Animator

SUMMARY

I'm a technically minded Game Dev with 20+ years of industry experience and over 20 credited titles in mobile and console games.

Primarily I'm an animator but over the years I've had a hand in modeling, rigging, python scripting, texture mapping, video editing, UI, lead/management, design and FX. I'm always interested in expanding my skills and building knowledge in animation, tech art & video game development as a whole.

SKILLS

Animation:	- Characters	- Props	- Animals
	- Motion Capture	- VR	- FX
Tool Scripting:	- Python	- Mel	
Software:	- Maya	- Motion Builder	- Flash
	- Unity	- Unreal4	- Premiere

EXPERIENCE

VERY VERY SPACESHIP

SENIOR ANIMATOR / ART LEAD | February 2020 – Current

Created complex animations for robotic transforming characters, rigging, and fx work.
Also helped write scripts and tools for Maya in python.
Animation for a human character.
Lead and managed the animation team, and then the tech art team.
Helped create asset pipelines, best practices, writing documentation for onboarding new team members, helped onboard those new team members.
Created pitch demos for an incubation team, which required management, scheduling, tech art and animation duties.
Currently creating FX for character attacks and UI as well as previsualizations for pitching/scoping work

- Transformers Heavy Metal
- Pokemon Go

HARDSUIT LABS

ANIMATOR / SENIOR ANIMATOR | Jul 2018 – February 2020

Motion capture acting, processing and cleanup using primarily Motive and Motion Builder, as well as first person hand keyed animation. Implementing assets in the Unreal Engine while modifying state machines, blueprints and blend spaces to work with our pipeline. Acting Lead for a team of five animators, as well as handling outsourcing. I communicated heavily with engineers and tech to set standards and pipeline for the animation team and design tools that help us work smarter and faster every day.

- Vampire The Masquerade: Bloodlines 2

HYPERSPACE XR

FREELANCE ANIMATOR | Jul 2018 – Dec 2018

Character animations and lip sync for a full room VR experience at the Pacific Science

Center. Using Maya to create animations and implementation in Unity using Timelines and Animation Controllers.

- Wonderfall: A Tale of Two Realms

JAM CITY
SENIOR ANIMATOR | Apr 2017 – Mar 2018
Created charming and complicated animations for low poly/low joint characters.
Art contribution extended to models, pipeline improvements, and creating tools for artists in Maya using Python.

- Kitty City ios
- Previs work on Cancelled Project

GLU MOBILE
SENIOR ANIMATOR | Mar 2015 – Apr 2017
Created high quality 3d animations and responsible for character/weapon/animal animation pipeline and implementation.
Quickly transitioned to creating 2d animations remotely for The Toronto studio.
Titles include:

- The Swift Life ios
- Kim Kardashian Hollywood ios
- Deer Hunter 2016 ios

GLU MOBILE
ANIMATOR | Aug 2011 – Mar 2015
Created a huge range of animations in different styles and fidelities on many projects.
Titles include:

- Deer Hunter 2014 ios
- Death Dome ios
- Amazing Battle Creatures ios

GRIPTONITE GAMES
ANIMATOR | Jul 2005 – Aug 2011
Created a huge range of animations in different styles and fidelities on many projects.
Titles include:

- Sesame Street: Ready, Set, Grover wii
- Assassins Creed: Bloodlines psp
- Age of Empires: Mythologies ds
- Marvel's Super Hero Squad ds
- Sonic Rivals psp

Education

2004, Associate of Applied Arts - Art Institute of Seattle

Honors/Awards

WILL WRIGHTS PROXI ART CHALLENGE
HONORABLE MENTION | May 2018
I competed in Will Wrights Proxi Art Challenge and received an honorable mention, finishing in the top 7 of over a hundred applicants

https://connect.unity.com/p/proxi-art-challenge-1

Demo Reel: www.taguadan.com