

Warren Seeley

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PROFESSIONAL EXPERIENCE:

Cinesite, Montreal, QC
Animator, February 2017 - Present

Macrograph

Animator-freelance, June 2016 – Aug 2016

- Test animated quadruped rig for upcoming film

MPC, Vancouver, BC

Animator, Jan 2016 – April 2016

- Independence Day: Resurgence
- Ghostbusters

Army Game Studio, Huntsville, AL

Animator, Feb 2011 – Nov 2015

America's Army: Proving Grounds

- Create and develop military style animations
- Create and develop 1st and 3rd person weapon featured animations

Government Applications and Training Simulations

- Create and develop realistic animation movement to enhance the game experience

Zombie Studios, Seattle, WA

Animator, Aug 2006 – Dec 2010

Blacklight: Tango Down (Xbox, PS3, PC - shipped)

- Create and develop 1st and 3rd person in-game animations
- Mentor animators

Saw (Xbox, PS3, PC - shipped)

- Finalize all animation assets for in-game and cinematic animations

MARSOC (Xbox 360, PS3, PC)

- Create game-play animation sets for main player
- Organize, plan, and direct motion capture shoots

Rogue Warrior (Xbox 360, PS3, PC)

- Create and develop hand-key animations for class specific for non-playable AI characters

EDUCATION:

iAnimate

Creature 1 Workshop, 2016

Feature Animation Workshops (alumni), 2015

Henry Cogswell College, Everett, WA

Bachelor of Arts in Digital Arts, 2006