

Jeremy Riccione

character animator

Education

Animation Mentor

Animals and Creatures
Program Completed, 2013
Diploma in Advanced
Character Animation, 2009

SUNY Buffalo, BFA Computer Art, 2007

Dean's List

Software

Autodesk Maya
Autodesk 3ds Max
Autodesk Motionbuilder
Unreal Engine 4
Lightstorm Identify
Lightstorm Nuance
Adobe After Effects
Perforce

Contact

Jeremy Riccione

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New York, NY

Demo reel
www.jeremyriccione.com

Experience

Studio Wildcard, Seattle, WA (Remote)

Senior Animator | Feb 2017 - Sep 2017

- Gameplay animation for lead characters and enemies
- Character rig fixes, prop rigging, Unreal physics ragdolls

Shipped Titles:

Ark: Survival Evolved

Rockstar Games, NYC

Mocap Animator | Nov 2015 - Feb 2017

- Cinematic and in-game motion capture animation
- Motion capture tracking, refining, and character mapping

Freelance Animator | Sep 2013 - current

- + Method Studios, NYC
- + Animated Storyboards, NYC
- + The Napoleon Group, NYC
- Character animation and motion capture cleanup
- Scene layouts, camera animation, and story ideas

Vicious Cycle Software, Raleigh, NC

Animator | June 2011 - July 2013

- Gameplay animation for lead characters and enemies
- Collaborated with other departments to design game mechanics
- Rigging of a wide variety of characters

Shipped Titles:

Pac-Man and the Ghostly Adventures

Turbo: Super Stunt Squad

Ben 10: Omniverse

Madagascar 3: The Video Game

Ben 10: Galactic Racing

Pixable Studios, Dresden, Germany

Contract Animator | Aug 2010 - Jan 2011

- Realistic creature animation for AAA game

Shipped Titles:

Risen 2: Dark Waters

Animation Mentor, Emeryville, CA

Autodesk Maya Instructor | Jan 2012 - April 2012