

# WILLEM W KEETELL

## ANIMATOR

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KEEFRAMED.COM

### PROFESSIONAL EXPERIENCE

#### Cinematic Animator

Oct 2024- Nov 2024

##### CounterPunch: A Virtuoso Studio | Los Angeles, CA

- Body and Facial motion Capture performance of two caricatured popular legacy rapstar celebrities. Coordinate performance to move around the game map as advised by director.
- Ensure that that character's performance traverses seamlessly on map terrain with zero collisions or clipping.
- Enhance and correct performance body gesture and face to match likeness of celebrity performance.

Shipped Titles: **Fortnite**

#### UNREAL Animator

July 2024- Sept 2024

##### Company3-Method Studios | Santa Monica, CA

- Motion Capture Performance [FACE and Body] cleanup with keyframed animation where needed
- Scenes include Character and Prop interactions
- Primarily Animating in Unreal Engine 5.4 using Unreal and minimal Studio proprietary tools.

Shipped Titles: **Concord**

#### Lead Gameplay Animator

June 2023-May 2024

##### Good Dog Studios | Orlando, Florida

- Applied mixture of Mocap-cleanup, keyframe animation, and time-editor (Maya) to
  - Work closely with Principal Developer to implement seamless gameplay animations in game.
  - Direct and coordinate motion capture sessions [Vicon and Move AI]
  - Develop and implement Animation Pipeline.
  - Create seamless high contact character animations from retargeted to polish.

Titles: **Martial Arts Tycoon: Brazil**

#### Senior Designer/Animator

Nov 2018-Jan 2023

##### Prevailion | The Woodlands, TX

- Visualization of complex cyber data and concepts as business intelligence for corporate executives.
  - Co-authored design and animation guidelines for proprietary visual security language.
  - Design and produce storyboards and animatics for visualizations.
  - Created high quality animation and renderings: developed 2D assets and Motion Graphics while implementing audio both SFX and Voice Over.
  - Media created is used to inform and educate sales prospects

#### Cinematic Animator

Sept 2018-Oct 2018

##### Bioware | Edmonton, Alberta, CA

- Applied mixture of Mocap-cleanup, keyframe animation
  - Primary focus background characters.
  - Seamlessly blend together AI gameplay animation and Scripted animated scenes-
  - Prop/vehicle/character to character interaction

Shipped Titles: **Anthem**

#### Associate Animator

Apr 2018-July 2018

##### Raven Software | Madison, WI

- Applied mixture of Mocap-cleanup, keyframe animation
  - Seamlessly blend together AI gameplay animation and Scripted animated scenes-
  - Prop/vehicle/character to character interaction
  - View model (fps) animations.
- Worked closely with animation and motion capture team to design and direct (mockups) Scripted scenes.

#### Cinematic Animator

Apr 2017-Sept 2017

##### Sony Computer Entertainment America | San Diego, CA

- Motion Capture Performance [Face and Body] cleanup with keyframed animation where needed
- Scenes include Character and prop interactions

Shipped Titles: **Uncharted: The Lost Legacy | Star Wars: BattleFront II**

### EDUCATION

#### iAnimate | 2014-2016

WS1- Greg Griffith | WS2- Jason Anastas | WS3- Michael Kiely | WS4- Ken Fountain | WS5- Paul Chung

#### University of the Incarnate Word | San Antonio, TX

Bachelor of Computer Graphic Arts and Animations | 2006

### SKILLS

Character Animation  
Motion Capture Cleanup  
Face Solving  
Interm. 3D Modelling  
Interm. 3D Texturing  
Basic Rigging  
Video Editing  
MotionGraphics  
UI Design/Layout  
Audio Mastering  
Communication  
Problem Solving  
Adaptable  
Time Management

### SOFTWARE

MAYA  
Unreal Engine 5.4  
FaceWare  
MotionBuilder  
Creative Suite  
Photoshop  
Procreate  
Illustrator  
Premier Pro  
After Effects  
Star Dust  
Red Giant  
Cinema 4D  
Audition  
Waves  
UNITY  
P4V-Perforce  
Shotgun/RV  
JIRA  
Confluence