

WILLEM W KEETELL

ANIMATOR

210-268-6988

will@keeframed.com

KEEFRAMED.COM

PROFESSIONAL EXPERIENCE

Senior Designer/Animator
Prevailion | The Woodlands, TX

Nov 2018-Jan 2023

- 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
Bioware | Edmonton, Alberta, CA

Sept 2018-Oct 2018

- Applied mixture of Mocap-cleanup, keyframe animation, and time-editor (Maya) to
 - 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
Raven Software | Madison, WI

Apr 2018-July 2018

- Applied mixture of Mocap-cleanup, keyframe animation, and time-editor (Maya) to
 - 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.

3D Animator
Rooster Teeth | Austin, TX

Oct 2017-Jan 2018

- Animated using motion capture and hand-keyed styles.
- Performed in voice over, acting and fight motion capture shoots

Shipped Titles: RWBY VOL 5

Cinematic Animator
Sony Computer Entertainment America | San Diego, CA

Apr 2017-Sept 2017

- Animated using motion capture and hand-keyed styles.
- Performed in voice over, acting and fight motion capture shoots

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

3D Artist/Character Animator
Swipetrack Solutions | San Antonio, TX

Aug 2016-Mar 2017

- Created 3D character design assets for Bingo Hall board digital signage
- Modeled, textured, rigged and animated 3D characters; implemented in Unity engine

Production Manager
Massive Black (Brilliant Colors) | Shanghai, China

Dec 2010-Jun 2012

- Outsourced AAA videogame production and maintained relationships with international clients.
 - Managed in-house staff and contractors to maintain client bidding, scheduling, and quality assurance of asset production
 - Supervised content production, feedback, and the approval process between clients and vendors

Shipped Titles: God of War: Ascension | League of Legends (various Skins + Champions)

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 Managment

SOFTWARE

MAYA
Motion Builder
Creative Suite
Photoshop
Procreate
Illustrator
Premier Pro
Davinci Resolve
Final Cut
After Effects
Star Dust
Red Giant
Cinema 4D
Zbrush
Audition
Waves
UNITY

P4V-Perforce
Shotgun
Hansoft
JIRA
Confluence