

# WILLEM W KEETELL

## ANIMATOR

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KEEFRAMED.COM

### PROFESSIONAL EXPERIENCE

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 All]
  - 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.

3D Animator

Oct 2017-Jan 2018

Rooster Teeth | Austin, TX

- 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

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  
Davinci Resolve  
Final Cut  
After Effects  
Star Dust  
Red Giant  
Cinema 4D  
Zbrush  
Audition  
Waves  
UNITY  
P4V-Perforce  
Shotgun  
JIRA  
Confluence