

WILLEM W KEETELL

ANIMATOR

210-268-6988

will@keeframed.com

WWW.KEEFRAMED.COM

[RELEVANT EXPERIENCE]

Cinematic Animator- [CONTRACT] | Counter Punch a Virtuos Studios-, Los Angeles, CA (Remote) | **Oct 2024 - Nov 2024**

Projects: Fortnite Chapter 2 Remix Finale

- Motion Capture Performance [Face and Body] cleanup with keyframe animation where needed, for Fortnite stylized rap star celebrity performers.

Unreal Animator- [CONTRACT] | Company 3 Method Studios -Santa Monica, CA (Remote) | **July 2024 - Sept 2024**

Projects: Concord

- Motion Capture Performance [Face and Body] cleanup with keyframes animation where needed, for AAA game cinematics.
- Primarily Animating in Unreal Engine 5.4, heavily using sequencer and control rigs along with minimal Studio proprietary tools.

Gameplay Animator | Good Dog Studios - Orlando, FL | **June 2023 - May 2024**

Project: Martial Arts Tycoon: Brazil

- Work closely with Principle Dev and Engineer to deliver and implement seamless gameplay animations in Unreal 5.3
- Develop and implement Animation Pipeline from Maya to Unreal 5. Direct and coordinate motion capture sessions [Vicon Systems and MoveAi]
- Applied mixture of Mocap-cleanup, keyframe animation, and time-editor (Maya) to the following Brazilian JiuJitsu Combat sequences, Warm- up Exercises and Equipment Exercises.
- Create seamless high contact character animations from retargeted motion data to polish.

Cinematic Animator- [CONTRACT] | Bioware -Edmonton, Canada (Remote) | **Sept 2018 - Oct 2018**

Projects: Anthem

- Cleaned up body and face performance capture for AAA game cinematics.
- Produced high-quality character animations, for a variety of NPC characters, included, prop,vehicle, and character interactions.

Associate Animator- [CONTRACT] | Raven Software - Madison, WI | **Apr 2018 - July 2018**

Projects: Black Ops 4

- Cleaned up body and face performance capture for AAA game cinematics.
- Produced high-quality character animations and tested in-game cinematic sequences within the engine.
- Animated character locomotion, polished performance captures, handled layout for in-game sequences.
- Worked closely with the motion-capture team to design and direct Scripted scenes.

Cinematic Animator- [CONTRACT] | Sony Computer Entertainment America - San Diego, CA | **Apr 2017 - Sept 2017**

Projects: Uncharted: The Lost Legacy, Star Wars: Battlefront II

- Cleaned up body and face performance capture for AAA game cinematics.
- Produced high-quality character animations and tested in-game cinematic sequences within the engine.
- Contributed to pivotal story sequences that were praised for their emotional depth and character performance.

Outsource Manager | Massive Black Shanghai (aka Brilliant Colors) | Shanghai, China | **Dec 2010 – Jun 2012**

Projects: God of War: Ascension | Killzone: Shadow Fall | League of Legends (various Skins + Champions) | Skyrim | Rage

- Outsourced AAA video-game production and maintained relationships with international clients such as Riot, Guerrilla Games, and Sony Santa Monica Studios, Bethesda and iD Software
- Managed in-house staff and contractors to maintain client bidding, scheduling, and quality assurance of asset production
- Supervised content production, received and provided feedback, and the approval process between clients and vendors

[ADDITIONAL EXPERIENCE]

Motion Graphic 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

WILLEM W KEETELL

ANIMATOR

210-268-6988

will@keeframed.com

WWW.KEEFRAMED.COM

Technical Support Admin

The Art Department Online Art School | Austin, TX |

Jun 2012 - May 2014

- Supported higher education digital and traditional art school online infrastructure.
- Provided staff, student, and instructor troubleshooting support to resolve user's technical issues
- Managed Integrated Learning Platforms with Student/Learning Management Systems (SMS and LMS) such as Blackboard, Desire2Learn, and Jupiter Grades.
- Managed site content through Joomla Content Management System (CMS) and academic archives.
- Monitored web conferencing platforms such as Adobe Connect and managed archiving all activity..
- Managed learning platform user accounts, courses, schedules, and all academic data.

Studio Manager

Massive Black Shanghai (aka Brilliant Colors) | Shanghai, China |

Dec 2010 – Jun 2012

Projects: God of War: Ascension | Killzone: Shadow Fall | League of Legends (various Skins + Champions)

- Outsourced AAA video-game production and maintained relationships with international clients such as Riot, Guerrilla Games, and Sony Santa Monica Studios
- Managed in-house staff and contractors to maintain client bidding, scheduling, and quality assurance of asset production
- Supervised content production, received and provided feedback, and the approval process between clients and vendors

ESL/ Computer Literacy Instructor

China Incarnate Word | Guangzhou, China |

Aug 2008 – June 2010

- Educated College level Chinese International Students
- Maintain communication and provide technical trouble-shooting for staff and students with user-in-mind.
- Teach the fundamentals of Office computer applications, common western business etiquette and communication skills in English to college level international students in China.
- Developed China Incarnate Word's visual identity (logo and print design)
- Provide marketing material using Illustration and Photoshop skills for promotional purposes.

8th Grade TECHNOLOGY APPLICATIONS TEACHER

East Central ISD | San Antonio, TX |

Aug 2006- Jun 2008

- Educated 8th grade students practical computer applications, keyboarding, fundamentals of Office Suite, Word, Excel and Powerpoint.
- Equipped students with a real-world understanding of computers and technology, fundamentals of multimedia, and 3D animation.
- Designed semester department curriculum plan for a Technology Applications class followed by the TEKS (Standardized Test: Texas Essential Knowledge & Skills)

[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]

- **Animation:** Keyframe Animation, Motion Capture Cleanup/Polish Face and Body, Face-Solving
- **Software:** Autodesk Maya, Unreal Engine, Unity, Faceware Retargeter, Photoshop, Illustrator, Premiere Pro, After Effects, Jira, Perforce, Shotgun
- **Other:** Mid 3D Modelling/Texturing, Basic Rigging, Video Editing, Motion Graphics, Audio Mastering