

John Catlin

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Experience

- **Waterproof Studios** **2019-Present**
Crowd Animator:
-Combine and polish motion capture animation for implementation in crowd simulations and the Unreal engine
- **Icon Creative Studio** **2018-2019**
Animator:
-Create engaging hand keyed animations for children's TV shows and pitches
- **Bardel Entertainment** **2016-2018**
Animator:
-Create engaging hand keyed animations for multiple children's TV shows
- **Freelance Artist** **2013, 2014-2016**
Animator:
-Create in game and cut scene animations for Xbox One and mobile titles using Maya
-Create character rigs using hand built rigging and auto-rigging software in Maya
-Translate game instructions into Japanese
-Develop and Create animations for commercial and business development clients
- **Aldebaran-Robotics, Boston, Massachusetts** **2013-2014**
Robot Animator:
-Create engaging animations for humanoid robot performances
-Create and edit graphics for display on the robot's tablet interface
-Assist in improving developer tool design and implementation
- **Future Media Concepts** **2013**
Digital Media Instructor:
-Instruct classes of adult learners in Adobe Products
-Create digital aides to help students with difficult concepts
-Travel across the country to teach lessons
- **American Career Institute, Braintree, Massachusetts** **2010-2013**
Digital Media Instructor:
-Create and Instruct MA state approved curriculum in:
 game design – Unreal Engine
 animation – 3dsMax
 graphic design – Photoshop, Illustrator, InDesign

Education

- **Animation Mentor, online 2008**
Certificate in Character Animation
- **Western Illinois University, Macomb, Illinois, 2002**
Bachelor of Arts / Graphic Design Minor

Software

- Maya, 3ds Max, Unreal Engine, Unity, Motion Builder