

MARK CHAMPIGNY

ANIMATION DIRECTOR / CINEMATIC ARTIST

Ware, MA 01082
(608) 692 5860
mchampigny@mac.com

SKILLS

Maya, Motionbuilder, Unreal 5, After Effects, Premiere, Photoshop

EXPERIENCE

Probably Monsters, Remote - *Animation Director*

2022 - PRESENT

- Serving as Animation Director from project inception, defining the overall animation vision, style, and quality bar for a full Unreal Engine 5 game
- Collaborates closely with design, engineering, and art teams to ensure animations support gameplay mechanics, readability, and player feel
- Establish animation standards, naming conventions, and best practices to ensure scalability and consistency across the project
- Coordinates and directs multiple international outsourcing animation teams, managing schedules, feedback cycles, and deliverables to ensure consistent quality and on-time integration
- Creates storyboards and previsualization for new features and ideas
- Responsible for all in-engine cinematics (directing, layout, editing, animation, implementation)
- Created initial tone video for game to align everyone on team to the games visual direction as well as editing multiple milestone trailers for investors
- Performance captured myself using Perception Neuron Motion Capture suit at home for blocking animations as well as final animations

Highwire Games, Seattle, WA - *Animation Lead*

2019 - 2022

- Implemented entirely new animation pipeline to improve quality of animations and increase efficiency of animators
- Create gameplay animations utilizing motion capture as well as animate entirely using handkey methods
- Responsible for scheduling and overseeing motion capture shoots
- Designed new retargeting workflow in motionbuilder for retargeting all existing animations onto new character rig
- Collaborates with creative director and designers on gameplay mechanics and in engine cutscenes
- Setup and deliver Aimoffsets and Blendspaces to gameplay programmer in Unreal Engine
- Establish milestone deliverables and animation asset tracking system for producers

343 Industries (Microsoft), Redmond, WA - Senior Cinematic Artist

2010 - 2019

- Created industry leading real-time cinematics from concept phase through finalization
- Delivered all camera animation for assigned cutscenes through hand-key and virtual camera capture
- Supervised all cinematic pipeline development by working alongside tools engineers and tech art
- Independently created previsualization for several gameplay mechanics, UI experiences, and executive-level pitch documents
- Ensured effectively developed project schedules by collaborating with producers and the cinematic director
- Assumed assistant director responsibilities for onsite mocap stage: stage preparation, AV set-up, and maintaining order on set
- Oversaw off-site mocap shoots in high-profile motion capture stages
- Onboarded, trained, and mentored all cinematic artists and animators during tenure
- Served as subject matter expert and fielded technical inquiries from other departments surrounding cinematics
- Assisted tech art department in rigging props specific for in-game cinematics

Raven Software, Madison, WI - Senior Animator

2007 - 2010

- Implemented high-quality deliverables using motion capture and hand-key, characters and environments
- Created animated storyboards as a means to establish pacing of cinematics and communicate across stakeholders groups
- Created previsualization concepts of game features through animation in Maya and MotionBuilder
- Provided technical expertise on deliverables via building custom rigs for environmental props
- Independently implemented animations into Unreal engine

EA Chicago, Chicago, IL - Lead Environment Animator

2005 - 2007

- Animated and implemented core feature of Def Jam Icon, "Buildings with Bass" independently
- Directed, onboarded, and mentored a team of animators to finalize the "Buildings with Bass" feature
- Developed custom tools by collaborating with tool engineers to streamline productivity workflow
- Created hundreds of keyframe animations for most levels in Def Jam Icon
- Used proprietary tools to synchronize all animation to gameplay music
- Collaborated with the design team to fine tune environmental hazards

Cyberlore Studios, Northampton, MA - Animator / 3d Artist

2002 - 2005

- Created realistic character animation best suited for the game branding and user experience
- Designed props and special FX to work with character in-game interaction
- Modeled and textured objects, characters and environments
- Developed expertise and domain knowledge from implementation into the Gamebryo Game Engine
- Constructed the art and animation pipeline during pre-production phase

EDUCATION

University of Massachusetts, Amherst, MA

- *Bachelor of Fine Arts 2002*

PROJECTS

UNANNOUNCED PROJECT - ANIMATION DIRECTOR

PROBABLY MONSTERS -

SIX DAYS IN FALLUJAH - LEAD ANIMATOR

HIGHWIRE GAMES - PC EARLY ACCESS 2023

HALO INFINITE - SENIOR CINEMATICS ARTIST / PREVIS ARTIST

MICROSOFT / 343 INDUSTRIES - XBOX ONE, PC

HALO INFINITE 2018 E3 TRAILER - SENIOR CINEMATICS ARTIST

MICROSOFT / 343 INDUSTRIES - XBOX ONE, PC JUNE 2018

HALO 5: GUARDIANS - SENIOR CINEMATICS ARTIST

MICROSOFT / 343 INDUSTRIES - XBOX ONE OCTOBER 2015

HALO 5: GUARDIANS E3 2014 MP TRAILER - SENIOR CINEMATICS ARTIST

MICROSOFT / 343 INDUSTRIES - XBOX ONE JUNE 2015

HALO 4 - SENIOR CINEMATICS ARTIST

MICROSOFT / 343 INDUSTRIES - XBOX 360 NOVEMBER 2012

SINGULARITY - SENIOR ANIMATOR AND PUZZLE CONCEPTING

ACTIVISION / RAVEN SOFTWARE - PS3, XBOX 360, PC JUNE 2010

WOLFENSTEIN - CINEMATICS ANIMATOR

ACTIVISION / RAVEN SOFTWARE - PS3, XBOX 360, PC AUGUST 2009

XMEN ORIGINS: WOLVERINE - CINEMATICS ANIMATOR

ACTIVISION / RAVEN SOFTWARE - PS3, XBOX 360, PC MAY 2009

DEF JAM: ICON 2 - LEAD ENVIRONMENT ANIMATOR

EA GAMES / EA CHICAGO - PS3, XBOX 360 CANCELLED

DEF JAM: ICON - LEAD ENVIRONMENT ANIMATOR/ CHARACTER ANIMATION

EA GAMES / EA CHICAGO - PS3, XBOX 360 MARCH 2007

FIGHT NIGHT ROUND 3 - ADDITIONAL CHARACTER ANIMATION

EA GAMES / EA CHICAGO - XBOX 360, PS2 FEBRUARY 2006

SERIOUS GAMES PROJECT - CHARACTER ANIMATION/ FX/ MODELING/ TEXTURING

UNDISCLOSED CORPORATION / CYBERLORE STUDIOS (MINERV A) - PC 2006

PLAYBOY THE MANSION: PRIVATE PARTY EXPANSION - ANIMATION/ FX/ MODELING/ TEXTURING

GROOVE AND ARUSH / CYBERLORE STUDIOS - PC 2006

PLAYBOY THE MANSION - RIGGING/ CHARACTER ANIMATION/ FX/ MODELING/ TEXTURING

GROOVE AND ARUSH / CYBERLORE STUDIOS - PC, XBOX, PS2 JANUARY 2005

NEVERWINTER NIGHTS: SHADOWS OF UNDRENTIDE - CONTRACT CHARACTER ARTIST/ ANIMATION

BIOWARE / FLOODGATE STUDIOS - PC JUNE 2003

RISK: GLOBAL DOMINATION - CHARACTER ANIMATION/ MODELING/ TEXTURING

ATARI / CYBERLORE STUDIOS - PS2 NOVEMBER 2003

MECHWARRIOR 4: MERCENARIES - ADDITIONAL ART

MICROSOFT GAME STUDIOS / CYBERLORE STUDIOS - PC NOVEMBER 2002