

MARK CHAMPIGNY

ANIMATION LEAD / CINEMATIC ARTIST

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EXPERIENCE

Animation Lead, Highwire Games

2019 – Present

Seattle, WA

- 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

Senior Cinematic Artist, 343 Industries (Microsoft)

2010 – 2019

Redmond, WA

- 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

Senior Animator, Raven Software

2007 – 2010

Madison, WI

- 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

Lead Environment Animator, EA Chicago

2005 – 2007

Chicago, IL

- 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

Animator, Cyberlore Studios

2002 – 2005

Northampton, MA

- 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

SKILLS

Maya, Motionbuilder, 3D Studio Max, Cinema 4D, After Effects, Premiere, Photoshop

PROJECTS

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 (MINERVA) - 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