

Jesse Davis

Animator

talk: (916) 730-5618

mail: jesse@jesseldavis.com

web/reel: <http://www.jesseldavis.com>

OBJECTIVE

To create artistic, compelling, and appealing animation for objects and characters.

PRODUCTION EXPERIENCE

Electronic Arts

08/2010-present

The Sims 3 – Pets:

Animator and Pet Owner

- Responsible for maintaining consistency of cats throughout the game.
- Handled all implementation of locomotion for pets, as well as pets on surfaces.
- Contributed to new locomotion system, paired routing, and wrote additional supplementary tools (mel, and some python) for added efficiency.
- Documented tools, and mentored new animators.
- Animated bipedal and quadrupedal characters for in-game animation sequences.

The Sims 3 – Generations:

Animator

- In game complex keyframe character, locomotion, and object animations.

The Sims Medieval:

Animator

- In game, complex keyframe character, and object animation

Electronic Arts

06/2009-03/2010

The Sims 3 – Ambitions:

Animator

- In game character, locomotion, and prop animation.

The Sims 3 – World Adventures:

Animator

- In game complex keyframe character, locomotion, and object animations
- Sims 3 World Adventures Television Commercial and Music Videos - Composed shots, Assembled/Animated assets and in-game cameras.

Sputnik Animation

04/2009-05/2009

“Living on the Moon” - Nat Geo TV ep:

Contract 3DS Max Generalist

- Keyframe animated characters and cameras in “moon-base fly through” in 3DS Max. Cleaned and appended mo-cap animations.

Funnelbox

10/2008-02/2009

“Night at the Museum 2: The Game”

Contract Cinematic Animator

- Keyframe character animation for in-game cinematics in 3DS Max. Also contributed to lighting, and managed renders via backburner.

Freelance Animator

09/2008-10/2008

- Keyframed character animations for Indian television special. Animated character walks, runs, and idle animations.

