

# Blake Guest

## Lead Animator

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## Software

- Maya
- Unreal Engine 4
- Nuke
- After Effects
- Photoshop
- Motion Builder

## EXPERIENCE

### **Goodbye Kansas, Los Angeles - Lead Animator and Rigging**

December 2018 - July 2019

Responsible for driving all animation and rigging towards a virtual production pipeline.

- Creating 'friendly' Unreal Engine 4 pipeline tools using python within maya and/or blueprints within Unreal Engine 4.
- Responsible for cleaning Mocap as well as hand key animation.
- Connecting with clients, future vendors, and internal departments on all upcoming projects.
  - Inhouse projects
  - Mocap stages
  - Cross site workshare
- Integration of character/facial animation from Maya to Unreal Engine 4.
- Project Highlights
  - Troll - Lead Animator all done within Unreal engine 4 and Maya
  - Cyberpunker E3 Trailer- Guest Animator in Stockholm, Sweden

### **The Mill, Los Angeles - Lead Animator**

March 2014 - December 2018

Lead animator, responsible for supervising animation teams to ensure consistency and quality.

- Responsibilities include Character/Creature animation within Maya.
- Communicating with producers and clients about current projects and timelines.
- Balancing schedules and budgets.

- Delegate team tasks and organization. As well as, managing animator feedback. Such as rigging and other departments needs/requests.
- Project Highlights
  - Call of Duty, Ghosts ingame cinematics-Lead Animator
  - Game of war 'Rooftop'- Lead animator
    - VES nominee runner up for best VFX in commercial
  - Hay Day' Too Much Wool"- Lead animator

### **Psyop/Mass Market, Los Angeles - Freelance Animator/Previs Artists**

Freelance 2011 - 2013

Responsible for freelance character animation, previs, modeling, rigging, and lighting.

- Responsibilities include Character/Creature animation within Maya.
- Creating story driven performance with acting and cinematography.
- Live action and Full CG previs integration utilizing Maya, After Effects and Photoshop.
- Creating almost all previs and layout for any job between 2011-2013 for Psyop and Mass Market west coast.
- Project Highlights
  - Norton "Stuff"- Freelance Animator
  - Telstra 'The Amazing Connected home'- Freelance Animator
  - Happiness Factory Coca Cola- Freelance Animator

### **BigStar, Los Angeles - Freelance CG generalist**

Freelance 2011-2012

CG support for in house designers and composers by creating lit and rendered, animations within Maya.

- Camera animation, modeling, lighting and rendering within Maya
- Advising CG workflow and time management.
- Project Highlights
  - Dish network 'Hopper'- CG Generalist
  - Lexus Hybrid- CG Generalist

### **Just Knight/Lime Tv, Los Angeles - Freelance CG Generalist**

Fall of 2011

Creating an advertisement package for Lime TV based on the vision of Just Knight agency. Duties include; modeling, rigging, animation, and lighting/rendering.

- Overseeing CG workflow for final campaign utilizing Maya.
- Creation of all CG assets; Modeling, rigging, animation and Rendering.
- Project Highlight
  - Lime TV rebrand- CG Generalist

### **CG generalist/Animator, Los Angeles- Freelance**

2011-2014

Freelance based in the greater Los Angeles area.

- The Mill
- Psyop

- Mass Market
- King and Country
- Just Knight
- Big Star
- Cartel
- CardBoard Castle

### **Shilo West, San Diego - *CG lead***

November 2006 - January 2011

CG lead, responsible for all CG teams and overseeing completion and success of all CG work.

- Overseeing all CG production in west coast office within Maya.
- Working closely with directors and team leads to uphold style and performance on budget.
- Troubleshooting and solving technical and logistic obstacles.
- Working closely with compositing and editorial to achieve an artist 'friendly' pipeline with the CG team and all departments.
- Project Highlights
  - Census Community 2010- Lead CG
  - Scion Deviants- CG Generalist

## **EDUCATION**

B.A. Media Arts and Entertainment, 2006

The Art Institute of California, San Diego