Senior 3D Character / Gameplay Animator
Tyson Haeh

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Intro

I'm an Animator with 12 years of experience creating quality and impactful gameplay, combat, and cinematic animation across AAA / Indie games, and animated series in a variety of styles. Experienced in animation previsualization and development, engine implementation, motion capture pipelines, and animation leadership.

Skills

- *Autodesk Maya*
- *Shotgrid*
- *Adobe Photoshop*
- *Adobe Premier*
- *Adobe Lightroom*
- *Atlassian Jira*
- *Autodesk Motion Builder*
- *Vicon Shogun*
- *Faceware for Maya*
- *Unreal Engine 5*
- *Cinematic Animation*
- *Combat Animation*
- *Gameplay Animation*
- *Layout Animation*
- *Blender*
- *Performance / Motion Capture*
- *Retargeting*
- *Animation Solving*
- *Mentorship*
- *Photography / Cinematography*

Education

Sept 2012 - Sept 2014

Centre for Arts and Technology - Okanagan: Diploma of Animation

Experience

Apr 2022 - Dec 2025

Studio Pixanoh - Senior 3D Animator: Town of Zoz

- *Created gameplay/combat animation assets for player character, dozens of NPC's, enemies, and bosses (Maya)*
- *Implemented and tested animation content in Unreal Engine using Animation Montages and Blend Spaces*
- *Co-ordinated with design and tech teams to ensure gameplay clarity and resolve bugs*
- *Helped define the animation style for the project through documentation, reviews, and team feedback*
- *Provided workflow demonstration and animation critique to ensure consistent quality across a team of up to 5 animators*
- *Assumption of Lead duties to maintain continuity during multiple leadership transitions*
- *Lead previs. and exploration of combat / character performance to pass off to team members*

Jan 2021 - Jan 2022

EA Create Capture - 3D Animator: Need for Speed: Unbound, Dragon Age: Veilguard, Sports

- *Quality assurance and troubleshooting of large-scale motion capture datasets (Vicon Shogun)*
- *Solved, retargeted, and processed motion capture performances for gameplay and cinematic use (Motion Builder)*
- *Cleanup, polish, and enhancement of facial capture data (Faceware for Maya)*
- *Adapted and learned multiple new programs and workflows to match changes in production*

Aug 2019 - Apr 2020

Mainframe Studios - 3D Animator: Madagascar: A Little Wild

- *Shot sequence Layout Animation, character posing, and camera animation to match animatic (Maya)*
- *Working from Layout to final animation polish (Maya)*

Sept 2018 - Present

Alkaline Digital - Freelance Animator: Shot One Fighters, Lego 2K Drive, Creed: Rise to Glory, Rivals 2

- *Clean-up and enhancement of Motion Capture data and integration with Keyframe Animation (Maya)*
- *Production of Layout through to final animation for game cinematics (Maya)*
- *Rigging of props and character assets for game integration (Maya)*
- *Maintaining flexibility to learn new software and skillsets to meet client demand (Blender/3DS Max)*

Nov 2018 - Aug 2019

Wildbrain - 3D Animator: LEGO Ninjago

- *Shot sequence Layout Animation, character posing, and camera animation to match animatic (Maya)*
- *Modifying of camera layout to enhance storytelling (Maya)*
- *Working from Layout to final animation polish (Maya)*

Oct 2014 - Oct 2018

Bardel Entertainment - 3D Animator: All Hail King Julien, Dragons Rescue Riders, 44 Cats

- *Shot sequence Layout Animation, character posing, and camera animation to match animatic (Maya)*
- *Modifying of camera layout to enhance storytelling (Maya)*
- *Working from Layout to final animation polish (Maya)*