

Blake Guest

Animation and Visualization Supervisor

San Diego, CA- Remote

BlakeGuest@gmail.com

www.blakeguest.com

Software

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

EXPERIENCE

Skydance, New Media. Remote - Visualization Supervisor

Sept 2020 - Current

Originally brought on as a camera consultant and now in addition, responsible for pre-rendered and in engine visualizations.

- Documentation and example setting of real practiced editorial and camera techniques.
- Working with engineers and designers to help understand real world cameras and how to implement them into Unreal Engine.
 - Lensing
 - Motion
 - Composition
- Strong visual communication skills using tools such as Maya and Unreal Engine.
- Integration of 3d cameras from Maya to Unreal Engine 4.
 - Authored and systemic
- Create and stress testing pipeline for outsourced vendors.

CG generalist/Animator, California and Remote- Freelance

2011-2020

Freelance based in Southern California.

- Skydance
- The Mill
- Psyop
- Kevin
- Mass Market
- King and Country

- Just Knight
- Big Star
- Cartel
- CardBoard Castle

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, Late 2019-current

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

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

