

Victoria Leigh Ferguson

Senior Animator

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Experience

Counterplay Games

Unannounced AAA title (2021 - PRESENT) Senior Creature Animator

- Responsible for full hand key game animation of complicated creatures
- Working on challenging rigs to bring them to life and are gameplay ready
- Working side by side with Tech/Rigging to tackle complicated gameplay design
- Animating Player Character animations and Mocap cleanup
- Assisting in running/guiding mocap shoots
- Getting into the mocap suit in place for several characters

(Canceled project) Art Director Assistant -> Senior Animator

- Providing in depth Art Decks of possible Art Directions to take
- Providing in depth Art Decks of how gameplay features will tie in thematically/visually (items, weapons, houses, events)
- Helping decide visual representation of creatures/fauna/enemies
- Providing large amounts of concept art to push Art Direction/Story forward
- Working side by side with Art Director to provide varieties of options for them to push forward
- Helping design game mechanics and character design to best suit animation (that I would take on after Preproduction)

(Canceled project) Senior Creature Animator

- Hyper realistic animal locomotion, behavioral animations (mounts, livestock)
- Storyboarding
- Preproduction

Godfall DLC Fire & Darkness (March 2021 - Oct 2021) Senior Creature Animator

- Animating (hand key) realistic animations in maya, then doing basic integration into Unreal Engine
- Animating small fauna and critters to fill the world (birds, frogs, snakes, foxes)
- Providing quick support and animation requests for DLC outside of characters (doors, chests, objects,etc)
- Teaching and reviewing creature animation of other animators
- Working close with modeling/rigging to make sure characters are animation ready; providing draw-overs and testing rigs

Godfall (Nov 2017 - 2021) Creature Animator

- Responsible/ownership for all non-bipedal character animation sets (Bosses/Midbosses/Enemies/); delivering them believable and gameplay ready
- Animating (hand key) realistic animations in maya, then doing basic integration into Unreal Engine
- Sync Player/Creature takedowns & grab attacks (designing them in storyboard > to animation)
- Designing Creature Attacks, personality, and taunts.
- Working close with modeling/rigging to make sure characters are animation ready; providing draw-overs and testing rigs

Digital Domain Interactive

(canceled project) (July 2017 - Oct 2017) Character Animator

- Animating full body stylized fight scenes/loops of multiple characters (martial arts fight sequences)
- Animating interactive game animations and up close dialogue
- Working on a variety of stylized character types (wolves, tigers, snakes, dogs, pandas, monkeys)
- Matching personality and animation style of already established characters from a popular IP

AAA Voltron VR Chronicles (May 2017 - July 2017) Character Animator

- Cinematic animations for VR
- In game animations for VR
- Capturing personality of beloved characters, taking them from 2d to 3d
- Providing long sequences of Lip Sync for multiple characters

Education

iAnimate Creature Course (August 2021 - Oct 2021)

Instructor: Marco Foglia

- Honed animal behavior animation skills
- Trained for stop/start, speed change, and directional change locomotion
- Mastered realistic quadruped locomotion for upcoming project

Ringling College of Art and Design (August 2013 - May 2017)

Sarasota, FL - BFA in Computer Animation

- Learned and exercised all aspects of pipeline: Storyboarding, rigging, modeling, lighting, animation, rendering ect.
- First Computer Animation student to be featured in Ringling's **GDC Show Reel 2017** for Game Design (My Thesis Monster design & animation)

Skills

Proficient in: Maya| Photoshop| Zbrush| Procreate| Unreal Engine| Unity|

- Experienced with Fork, Jira, Trello, Gluon/Plastic
- Experience with ALL aspects of the pipeline, able to understand and communicate with other teams in the pipeline
- Able to take the lead, or follow.
- Generator of ideas/concepts/designs of all forms
- Very Proactive, will seek the information or answers needed for a task
- A GAMER! I play as many games as I can to carry it over into my job