

Nemo Nemiroff

Technical Animator

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WORK EXPERIENCE

Holospark - Séance - Ghost Lantern
Lead Motion Capture Technical Artist 2017-present

For the HolosparkVR team I built and run the mocap studio; from calibrating cameras to final animation. I create the cinematic rigs used in the VR Experiences, and I continually do pipeline optimization through python scripting. As a small team, I help fill the vital role of facilitating good teamwork, organization, and creative direction.

Monolith Productions - Shadow of War
Associate Technical Animator 2016-2017

For the AAA sequel Shadow of War, I put my problem solving skills and eye for detail to work co-running the motion capture studio and ensuring high quality mocap data for the animation team to work with.

I made myself a versatile teammate who tackled a myriad of troubleshooting, integrating, and animation tasks as we polished the game.

Sunbreak Games - Care for Our World
Animator 2016

For this heartwarming book app I transformed page art into animateable characters and used traditional 2d animation techniques to bring those pages to life.

Senior Short Film - Steak to the Heart
Lead Animator, TechArtist 2014-2015

Created cinematic face and body rigs for the characters Animated the majority of the short
Organized the animation pipeline
Assured consistency of quality and character across all scenes

SKILLS

2D and CG Animation
Motion Capture
Rigging/Skinning
Pymel Scripting

PROGRAMS

Motive
Cortex
Maya
Motion Builder
Faceware
Unreal
Unity
Spine
Photoshop
Illustrator
After Effects

EDUCATION

DigiPen Institute of Technology
Redmond, Washington 2011-2015
Bachelor of Fine Arts in
Digital Art and Animation

PERSONAL

Love learning new skills
Am a great team player
Love troubleshooting and solving challenges
Transformers Trivia Master
Owner of the best cat
Semi-trained with a sword