

NICK ROTOLO

ANIMATOR - 3D - CINEMATICS - IGC

EDUCATION

[SAVANNAH COLLEGE OF ART AND DESIGN](#)

Savannah GA - BFA Animation -
Academic Honors Award
2016-2020

CONTACT

Website

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TECHNICAL SKILLS

3D Animation

Mocap Face Solving

Motion Capture Technologies

3D Character Rigging

Zbrush

PROFESSIONAL SKILLS

Team Oriented

Deadline Focused

Dedication to Quality

Note Taker

Collaborative

Self Motivated

EXPERIENCE

2021-2023

SONY INTERACTIVE ENTERTAINMENT

Mid Cinimatic Animator - Remote - San Diego CA

Jan 2022-Jun 2023

Spider-Man 2: PS5

Mid-Cinematic animator implementing Motion Capture and Keyframe animation. Animated body, face, Creature, vehicle and other dynamic props. Balanced Realistic animation with stylized motion. Focus on dynamic posing, lip synch, powerful expressions, and realistic body language.

Sep 2021- Jan 2022

Horizon Forbidden West: PS5

Cinematic Animation implementing Motion Capture data and Keyframe animation. Responsible for first pass to final, polished animation. Responsible for addressing notes given by lead animator for each pass until approved for delivery. Requirement on quick turnarounds for dialogue cinematics. Involved in over sixty scenes over four months.

Jun 2021- Sep 2021

321 LAUNCH

3D Animator - Remote- New York City

Animated with Motion Capture Data and Keyframe animation on Pre-visualization for live action commercial programming. Worked with a variety of high profile clients. Includes set building and lighting according to storyboard layouts. Responsible for organizing render layers for compositing team.

Apr 2021- Sep 2021

THIRD PIE STUDIOS

Animation Lead- Character Rigger - Remote- NC

Rigged and Animated characters for an upcoming self startup indie game. Oversaw animation on the project.

SOFTWARE

Autodesk Maya

Autodesk MotionBuilder

Zbrush

Vicon Shogun Live

Cinema 4D

Adobe After Effects

Vicon Shogun Post

Adobe Premire

Da Vinci Resolve