

Ricardo Yanofsky

Animator, Motion Capture Artist, Game Designer

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EDUCATION

Drexel University, Philadelphia, PA

Bachelor of Science in Game Art & Production

Minor in Animation & Visual Effects

Sept. 2013 to Jun. 2017

Cumulative GPA: 3.43

The Mocap Vaults

Motion Capture Summit USA 2018

Animator/Director/Technical

- Masterclass on Motion Capture from Industry pros.
- Directed a scene on a professional Mocap stage.
- Worked with actors to create living characters and scenes.

PROFESSIONAL EXPERIENCE

Lightstorm Entertainment - Feb. 2019 to Current

Motion Editor - Avatar Sequels

- Tracking motion capture data with the highest possible fidelity to preserve the actor's performance.
- Mapping data to characters and props.
- Editing motion to compensate for scale and imperfect tracking.

Sinful Monarchy - May 2018 to Feb. 2019

Animation/Rigging Team Lead

- Set up a pipeline for a game with 30+ characters.
- Rigged and animated realistic human characters.
- Implemented rigs, animations and dynamics in UE4.
- Managed, revised and gave feedback on team member's tasks.

Skyless Games Studios - Sept. 2015 to Mar. 2016

3D Artist (Co-Op)

- Modeled and Textured art assets for use in games.
- Improved/optimized assets created by previous employees.
- Implemented animations into Unity 3D.

PROJECT EXPERIENCE

Skies of Tharos - May 2016 to Jun. 2017

Motion Capture Animator, 3D Artist

- Captured and cleaned motion capture data.
- Retargeted and modified data for use in the game.
- Created animation blueprints for Unreal Engine 4.

SKILLS

- Computer Animation
- Motion Capture
- 3D Modeling
- Character Rigging
- Game Design
- Level Design

Software

- Adobe CC Suite
- Autodesk Maya
- Autodesk MotionBuilder
- Giant Identify
- Giant Nuance
- The Foundry Modo
- The Foundry Nuke
- Unity 3D
- Unreal Engine 4
- Vicon Blade

Languages

- English (100%)
- Spanish (100%)

ASSOCIATIONS

Motion Capture Society

2017 to present

Drexel Entrepreneurial Game Studio

2014 to present

Drexel ACM SIGGRAPH Chapter

2014 to present

EXHIBITIONS

San Diego Art Institute

"Diverge/Convene: Contemporary Mixed Media" (Juried Exhibition)

Piece: *3D Scan Collage #1 (untitled)*

Apr.-May 2017