

# Ricardo Yanofsky

Animator, Motion Capture Artist, Game Dev



ricardoyanofsky.com  
ricardotnet@gmail.com  
(619) 495-8862

## PROFESSIONAL EXPERIENCE

**Lightstorm Entertainment - Feb. 2019 to May 2025**

### Motion Editor - Avatar Sequels

- Tracked motion capture data with the highest possible fidelity to preserve the actor's performance.
- Mapped data to characters and props.
- Edited motion to compensate for scale and imperfect tracking.
- Animated props, detailed edits to blend or alter capture for cinematic cameras.

**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 animation blueprints and rigs in UE4.
- Created animations in-engine using custom face rigs.
- Managed, revised and gave feedback on team member's tasks.

**Skylless 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.

## 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 veterans.
- Directed a scene on a professional Mocap stage.
- Worked with actors to create living characters and scenes.

## 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
- Animation Systems
- 3D Modeling
- Character Rigging
- Game Design
- Level Design

## Software

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

### *ghostmans* (2018)

#### Independent short film

*Horrible Imaginings Film Festival*

*Idaho Horror Film Festival*

### San Diego Art Institute

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

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

Apr.-May 2017