



KYLE CHITTENDEN

GAMEPLAY ANIMATOR

Bridging the gap between animation and tech animation

Portfolio: www.kchittenden.com

INDUSTRY EXPERIENCE

Certain Affinity

Animation Director (2023-Present)

- Directed multiple teams of animators navigating animations, systems, engines, workflows, and pipelines
- Oversaw communication/co-dev efforts with partner studios for animation and tech anim departments
- Developed gameplay animations for characters, weapons, vehicles, and props

Lead Animator (2020-2023)

- Lead teams to track and hit animation quality bars and milestones
- Managed motion capture pipelines for cinematics
- Implemented systems, state-machines, and blueprints within Unreal Engine
- Scripted python tools to help departments expedite workflow within the company

Senior Animator (2019-2020)

- Constructed workflows for the animation team to use that sped up efficiency of asset creation
- Designed an auto-rigging system that allowed procedural animation over hundreds of unique weapons

Animator (2018-2019)

- Created stylized character and vehicle animations for an unannounced title

Harmonix

Animator (2016-2017)

- Tuned and polished motion capture animation for gameplay and cinematics
- Created facial and lip-sync animation for narrative dialogue, songs, and banter
- Designed and optimized proprietary state machine systems
- Conducted R&D animation work for pitch titles

Eat Sleep Play

Animator / Level Designer (2015)

- Defined node-based pathing for character and environment animations
- Constructed unique, branching-path levels targeted towards a variety of player types & skill-levels

Retro Yeti Games

Animator (2014-2015)

- Developed gameplay/cinematic animations in 1st and 3rd person perspectives
- Assisted with the setup of state machines in Unreal Engine

Team Tripleslash

Animator / Tech Animator (2012-2014)

- Created gameplay animations and character rigs

RELATED EXPERIENCE

Epic Games

Unreal Engine Author (2022-2023)

- Authored animation courses for Epic's official Unreal Online Learning

The University of Texas at Austin

Adjunct Professor of Animation (2020-2023)

- Taught intro and advanced game animation courses

GDC Speaker

Animation Bootcamp (2018)

- Speaker at GDC for the Animation Bootcamp Tips and Tricks session

GAME CREDITS

- Hogwarts Legacy
- Halo Infinite
- New World
- Super Beat Sports
- Rock Band VR
- Rock Band 4
- 404Sight
- Looney Tunes Dash!
- Magnetic By Nature

SKILLS

- 3D Animation
- Motion Capture
- Animation Systems
- Leadership/Management
- State Machines
- Blueprints
- Scripting
- Pipeline Development

SOFTWARE

- Maya
- Unreal Engine
- MotionBuilder
- Python
- Rokoko
- Reallusion
- Proprietary Engines

EDUCATION

The University of Utah
MA | Entertainment Arts
and Engineering (2015)

The University of Utah
BA | Film & Media Arts
(2013)