

FREDERICK IYELA

CHARACTER & CREATURE ANIMATOR



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PROFILE

- Over 9 years experience working as an animator; creating both realistic and stylized animations.
- Experience animating for games & TV, knowledge of game development workflow & animation pipelines, and an avid gamer for over 30 years.
- Experience with motion capture data, planning & directing mocap shoots, and game engines.
- Excellent written and verbal communication skills, time management skills and interpersonal skills.

SKILLS

PRIMARY

Character & Creature Animation • Motion Capture & Keyframe Animation • Motion Capture Data Editing
Facial Animation • Game Engine Implementation • Studio & Remote Collaboration

SECONDARY

Rigging • Modeling

SOFTWARE

MotionBuilder • Maya • 3ds Max • Blender • Unreal Engine • Flow (aka Shotgun) • JIRA • Perforce • After Effects • Premier

LANGUAGES

English (*Native Speaker*) • Japanese (*Elementary*) • Yoruba (*Elementary*) • Hausa (*Elementary*)

EXPERIENCE

NINJA THEORY - Cambridge, United Kingdom

June 2022 – Present

Senior Gameplay Animator | *SENUEA*

- Entrusted with developing the look and feel of Senua's traversals in the game.
- Planned, prepared and directed motion capture shoots for all Senua's traversal animations.
- Processed and refined motion capture data for all Senua's traversal animations.
- Collaborated closely with designers, programmers and technical animators to implement animations.
- Managed a remote animation contractor, which included task assignment and tracking.
- Voiced a member of an enemy NPC faction in their calm and combat states.

Gameplay Animator | *Senua's Saga: Hellblade II*

- Seamlessly transitioned between combat, locomotion and traversal pods to provide high-quality animations.
- Processed mocap data for a variety of player and enemy animations, including for synced/scripted events.
- Assisted in directing motion capture shoots for locomotion, traversal and gameplay interactions.

HANGAR 13 GAMES - Brno, Czech Republic

June 2019 – May 2022

Facial Animator | *TopSpin 2K25*

- Responsible for developing facial-capture pipeline using newly acquired Dynamixyz markerless solution.
- Stress-tested markerless solution and prototyped in-game facial animation.

EXPERIENCE (cont'd)

Animator | *Unannounced* [Cancelled]

- Created mocap and keyframed gameplay animations for multiple playable and non-playable characters. This included locomotion (in both calm and alert states) and several weapon-wielding animations.
- Performed as mocap actor for multiple interaction animations for the different playable characters.
- Developed and prototyped several concepts for enemy NPC animations.
- Assisted Anim Director and Anim Supervisor during multiple mocap shoots for enemy NPC animations.
- Implemented locomotion animations for enemy NPC faction in studio's proprietary engine.
- Collaborated with designer to test enemy NPC animations in-engine.

Animator | *Mafia: Definitive Edition*

- Performed as mocap actor in some gameplay locomotion and traversal animations for the player character.
- Created motion capture and keyframed gameplay animations for the player character, which included locomotion, traversal, action, weapon-firing and reload animations.

ARCHON FORGE GAMES – Hong Kong [Remote]

Feb 2019 – May 2019

Freelance Animator | *Demon Knights of Ankhonor*

- Created and prototyped locomotion and melee attack animations for the player character.
- Collaborated with Rigger / Technical Artist to develop and test player character rig.

CENTRE FOR COMMUNICATION AND SOCIAL IMPACT - Abuja, Nigeria

May 2018 – Sep 2018

Animator | *Upright for Nigeria*

- Responsible for animation direction.
- Developed keyframed character animations for a series of short stories tackling corruption in Nigeria.

VIRTUAL BASEMENT LLC - Concord, New Hampshire, USA [Remote]

Sep 2017 - Jan 2018

Freelance Animator | *Outlaws of the Old West*

- Created locomotion, traversal, and behavioural animations for bipedal, quadrupedal, and winged creatures.
- Seamlessly collaborated with other freelance animators working from other countries.

WORLDLY COMICS ENTERTAINMENT - Flint, Michigan, USA [Remote]

Mar 2017 - Sep 2017

Freelance Animator | *Fall of Enchantment*

- Planned and developed creature and character animations and performances.
- Collaborated with other artists - animators, riggers, etc - from around the world on the Artella platform.
- Maintained clear communication with client/director to ensure effective development of animations.

BRIDGE CROSS GAMES - Manchester, United Kingdom [Remote]

Sep 2016 - Mar 2017

Freelance Animator | *Blight* [Cancelled]

- Prototyped player character animations for a game concept.

EDUCATION

FANSHAWE COLLEGE - London, Ontario, Canada

Sep 2012 - Apr 2013

- **3D Animation and Character Design** (Ontario College Graduate Certificate)

ALGONQUIN COLLEGE - Ottawa, Ontario, Canada

Jan 2012 - Aug 2012

- **Interactive Multimedia Design** [Honours] (Ontario College Graduate Certificate)

OXFORD BROOKES UNIVERSITY - Oxford, United Kingdom

Sep 2005 - Dec 2009

- **BSc (Hons) Software Engineering**