

# RYAN SEQUEIRA

Animator / Vancouver, Canada

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[PORTFOLIO - http://www.ryanimator.com/reel](http://www.ryanimator.com/reel)

## WORK EXPERIENCE

- Senior Animator - Industrial Light and Magic, Canada (March 2024 - Present)**
  - Creature and character animation for VFX projects.**Projects - Ironheart**
- Performance Animator - Weta FX, Canada (July 2023 - February 2024)**
  - Mocap animation for performance based VFX films using Weta's custom software.**Projects - Kingdom of the Planet of the Apes**
- Animator - Industrial Light and Magic, Canada (July 2021 - June 2023)**
  - Creature and character animation for various VFX projects.**Projects - ABBA Voyage, Black Panther - Wakanda Forever, The Mandalorian - Season 3**
- Senior Cinematic Animator - Warner Bros Games, Canada (November 2020 - May 2021)**
  - Creating cutscenes from layout and camera animation to final polish.**Projects - Gotham Knights**
- Cinematic Animator - Eidos, Canada (August 2020 - November 2020)**
  - Helped set up the cinematic interactive dialogue animation system.
  - Created a rough dialogue prototype using Unreal.**Projects - Undisclosed AAA Title**
- Contract Cinematic Animator - CD Projekt Red, Poland (January 2020 - July 2020)**
  - Responsible for all cinematic animation within a quest from alpha to polish.**Projects - Cyberpunk 2077**
- Senior Cinematic Animator - Techland, Poland (July 2018 - December 2019)**
  - Helped set up the cinematic animation pipeline.
  - Directed mocap sessions and created animations for interactive dialogues.
  - Worked with the technical animation department for tool and rig improvements.**Projects - Dying Light 2, Undisclosed AAA Title**
- Cinematic Animator - CD Projekt Red, Poland (September 2015 - June 2018)**
  - Created keyframe, mocap and facial animations for interactive dialogues and cutscenes.
  - Directed mocap actors for interactive scene animations.
  - Provided ideas/solutions to improve the animation pipeline and workflow.**Projects - Cyberpunk 2077, The Witcher 3 - Blood and Wine, Gwent, Thronebreaker**
- Gameplay Animator - Dark Stork Studios, Poland (April 2015 - August 2015)**
  - Created keyframe animations for creatures, characters and environment assets.**Projects - Undisclosed AAA Title**
- Lead Animator - Lemon Sky Games and Animation, Malaysia (March 2014 - Feb 2015)**
  - Led one of the animation teams to create multiple 11 minute television episodes.
  - Assigned shots, provided feedback and animated challenging sequences.
  - Forsook technical issues and maintained animation quality while on a tight deadline.**Projects - Bubble Bath Bay/Sydney Sailboat**

## EDUCATION

- 2020: Advanced Creature Acting - Creature Animation Workshop**
- 2013: Diploma in Advanced Character Animation - Animation Mentor**
- 2013: BA, 3D Animation and VFX - Indira Gandhi National Open University (IGNOU)**
- 2009: Diploma in Art & Design - FAD International**

## VISA STATUS

**Canada**

- Eligible to work

## SOFTWARE SKILLS

**3D**

- Maya  
- Motion Builder  
- Nuance

**2D**

- Photoshop  
- Premiere  
- Resolve

**Production**

- Shotgrid  
- Jira  
- Confluence  
- Linux  
- RV

## LANGUAGES

**English**

- Native

**Spanish**

- Level A1

## INTERESTS

- Travelling  
- Afro Latin Dancing  
- Photography  
- Fitness