

RYAN SEQUEIRA

Animator / Vancouver, Canada

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 **PORTFOLIO** - <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