

RYAN SEQUEIRA

Animator / Vancouver, Canada

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 **PORTFOLIO** - <http://www.ryanimator.com/reel>

WORK EXPERIENCE

- **Senior Animator / Cinematic Artist - Electronic Arts, Canada (July 2026 - Present)**
 - Previs, camera and character animation for various marketing trailers.**Projects - FC, Battlefield**
- **Lead Animator - Lobah Games, Remote (December 2025 - July 2026)**
 - Lead a team of animators to create gameplay animation for a third person shooter.
 - Work with tech anim, design and engineering to improve gameplay implementation.**Projects - Samla**
- **Senior Animator - Industrial Light and Magic, Canada (March 2024 - December 2025)**
 - Previs, creature and character keyframe animation for various VFX projects.**Projects - Invasion - Season 3, Flowervale Street, Ironheart, Venom - The Last Dance**
- **Performance Animator - Weta FX, Canada (July 2023 - February 2024)**
 - Mocap animation for performance based VFX projects 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 keyframe animation for various VFX projects.**Projects - ABBA Voyage, Black Panther - Wakanda Forever, The Mandalorian - Season 3**
- **Senior Animator - Warner Bros Games, Canada (November 2020 - May 2021)**
 - Created cutscenes from layout, mocap stitch and camera animation to final polish.**Projects - Gotham Knights**
- **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 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 Animator - Techland, Poland (July 2018 - December 2019)**
 - Helped set up the cinematic animation pipeline.
 - Directed mocap sessions and created animations for interactive dialogues and NPC's.
 - Worked with the technical animation department for tool and rig improvements.**Projects - Dying Light 2, Undisclosed AAA Title**
- **Animator - CD Projekt Red, Poland (September 2015 - June 2018)**
 - Created keyframe, mocap and facial animations for dialogues, cutscenes and NPC's.
 - Directed mocap actors for interactive scene animations and NPC's.
 - Provided ideas/solutions to improve the animation pipeline and workflow.**Projects - Cyberpunk 2077, The Witcher 3 - Blood and Wine, Gwent, Thronebreaker**
- **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.
 - Foresaw technical issues and maintained animation quality while on a tight deadline.**Projects - Bubble Bath Bay/Sydney Sailboat**

EDUCATION

- **2013: BA, 3D Animation and VFX | Diploma, Animation Mentor**

VISA STATUS

Canada

- Eligible to work

SOFTWARE SKILLS

3D

- Maya
- Motion Builder
- Unreal

2D

- Photoshop
- Premiere
- Resolve

Production

- Shotgrid
- Jira
- Confluence
- Linux
- RV

LANGUAGES

English

- Native

Spanish

- Level A1

INTERESTS

- Travelling
- Afro Latin Dancing
- Photography
- Fitness