CALVERT WILLIAMS

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PROFILE

Technical Art Director, Animator, Rigger, and CG Generalist with over 8 years of experience in animation for video games, short films, and advertising. Always on the lookout for opportunities to experience something new, learn something I didn't know, evolve as an artist, develop as a leader, and grow as a person.

EXPERIENCE

SENIOR TECHNICAL ANIMATOR
2021 - Present

PHOENIX LABS, SAN MATEO, CA
Unannounced Project

- Pre-Production on a Stylized Third-Person Live Service Sandbox Game for PC, Consoles, and Mobile in Unreal Engine 4
- Lead Content Development Efforts
- Developed Procedures and Tools to Maximize Content Output while Reducing Content Creation Burden
- Established Communication Lanes Across Disciplines
- Prototyped Character Customization System
- Prototyped Early Animation and Rigging
- Developed Tools for Maya
- Took Part in Company-Wide Tech Art R&D Initiatives

ASSOCIATE TECHNICAL ART DIRECTOR
2019 - 2021

ELECTRONIC ARTS, REDWOOD STUDIOS, REDWOOD CITY, CA
Unannounced Project

- Prototyped a New Mobile Action Game in Unreal Engine 4 with an Established IP
- Developed Art Pipeline
- Provided Direction for Internal Artists
- Managed Career Development for Direct Reports
- Managed Outsourcing
- Responsible for all Rigging and Animation on the Project
- Developed Tools for Maya

SENIOR ANIMATOR
2017 - 2019
2015 - 2016

ELECTRONIC ARTS, REDWOOD STUDIOS, REDWOOD CITY, CA
Command & Conquer: Rivals

- Established / Optimized Rigging and Animation Pipeline
- Rigged & Animated Characters, Vehicles, and Buildings
- Responsible for all Rigging and Animation on the Project
- Directed Animation-Focused Features

ANIMATOR
2016 - 2017

ELECTRONIC ARTS, MAXIS, REDWOOD CITY, CA
Sims 4: Cats & Dogs

- Animated Cats, Dogs, and Human Characters Performing a Variety of Expressive Actions

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EXPERIENCE

CONTRACT ANIMATOR
2014 - 2015

ELECTRONIC ARTS, WAYSTONE GAMES, REDWOOD CITY, CA
Project Zeri
- Established Rigging and Animation Pipeline
- Scripted Game Prototypes in Unity
- Responsible for all Rigging and Animation on the Project

CONTRACT ANIMATOR
2014

ELECTRONIC ARTS, WAYSTONE GAMES, REDWOOD CITY, CA
Dawngate
- Rigged & Animated Player Characters
- Managed & Directed the Rigging of Player Characters By Outsource Studio

ANIMATOR
2014

JOHN MCNEIL STUDIO, BERKELEY, CA
Deception Force
- Produced Human and Creature Animation for a Mixed-Media Cinematic Game Trailer

CG GENERALIST
2014

SWORDFISH, SAN FRANCISCO, CA
- Produced Promotional Animations for High-Profile Clients
- Rigged, Textured, Lit, Shaded and Rendered Assets

WRITER, DIRECTOR AND ANIMATOR
2013

Umbra, Short Film, San Francisco, CA
- Crafted High-Quality Animated Performance for a Horror-Themed, 3D Animated Short Film
- Modeled and Rigged Characters
- Setup nCloth and nHair Dynamic Systems

TECHNICAL PROFICIENCY

Autodesk Maya	Final Cut Pro	Microsoft Office
Autodesk MotionBuilder	Adobe Creative Cloud	Perforce
Unity	Vicon IQ	Shotgun
Unreal Engine 4	Pixologic ZBrush	Facilis TerraBlock Manager

ACHIEVEMENTS AND AWARDS

OFFICIAL SELECTION — 2009
OneDotZero Adventures in Motion Festival, Troy, NY

STUDENT LEADERSHIP AWARD	2010
UNDERGRADUATE RESEARCH GRANT	2009
RENSSELAER MEDAL SCHOLARSHIP FOR MATHEMATICS AND SCIENCE	2006
EMAC DEPARTMENT SCHOLARSHIP	2006
LEADERSHIP SCHOLARSHIP	2006

EDUCATION

MFA, ANIMATION AND VISUAL EFFECTS
2013

Academy of Art University, San Francisco, CA

BS, ELECTRONIC MEDIA, ARTS AND COMMUNICATION
2010

Rensselaer Polytechnic Institute, Troy, NY