

IAN KEDWARD

CHARACTER ANIMATOR

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PROFILE

Game and character animator living in Texas. Watches cartoon reruns constantly. Likes to cook and try out new forms of art. Avid epicure. I just looked that up.

EDUCATION

BA in Media Arts and Animation

Art Institute of Dallas - 2012

AnimaWarriors Course

Online mentor course 2020

EXPERTISE

- Character Animation
- Previsualization
- Game Animation
- Teamwork

PROGRAMS

- Maya
- 3ds Max
- Unreal 3
- Shotgrid
- Confluence

WORK EXPERIENCE

Mid Animator

Hi-Rez Studios | Alpharetta, GA | 2020-present

Working on the game SMITE with animation team and other departments to make high quality gameplay animations in UE3 and 3ds Max.

- Make gameplay animation, emotes, and in-lobby cinematics
- Collaborate with other departments to achieve best results
- Work with teammates to improve efficiency and animations

Lead Animator

Rooster Teeth Animation | Austin, TX | 2013-2020

Worked as a primarily hand-key animator on a variety of animated web content for several years in various roles, leading up to my role as Lead Animator.

Shows

- RWBY - Lead Animator
- RWBY Chibi - Lead Animator
- Red vs. Blue - Animator
- Caboose's Guide - Director, Animator
- X-ray and Vav - 2D Animator

Role

- Work on tight schedule to make efficient and emotional character animations
- Develop and improve pipeline for new and existing shows between multiple departments
- Guide and train new and existing animators to reach desired quality marks for multiple styles of animation
- Represent department in studio-wide meetings