

Nathan Winfrey

Technical Animator at Electronic Arts (EA)

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Summary

I believe a production environment is a team environment all moving towards one goal. My goal is to get the work done in a timely fashion with a fun positive attitude. Once my tasks are complete, I will go out of my way to assist anyone that is falling behind or needs assistance. I enjoy learning new things and going out of my way gives me the opportunity to learn new things. I believe a production environment is a team environment and people should help one another to reach the common goal.

Experience

Technical Animator at Electronic Arts (EA) - Visceral Games

October 2013 - Present

Created the cinematic pipeline, in Python and PyQt. Manage updated a modular rigging system. Worked closely with the Level Designer to get the cinematics working in-game.

Character TD at Heavy Iron Studios

January 2009 - August 2013 (4 years 8 months)

Updated the animation pipeline tools and documentation, MEL Python PyQt. Created and maintained game level rigs.

Character TD at Vizual F/X Studios

February 2008 - December 2008 (11 months)

Created the animation pipeline and developed production tools, in MEL. Developed and maintained character and creature rigs.

Technical Director at American Animation Studios

August 2006 - October 2007 (1 year 3 months)

Managed a team of artist that produced two direct to dvd animated shorts.

Render Wrangler at Laika

2004 - 2005 (2 years)

Education

Art Insitute of Portland

BS, Media Arts and Animation, 2002 - 2005

Camas High School

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