

Charles Victoria

Character Animator | Gameplay Animator

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Summary

6+ years experience with credits for AAA titles including, **The Last of Us Part II** and **Metroid Prime 4 : Beyond**. Proven leader in building rigs, improving character animation workflows and mentoring teammates to elevate overall quality. Long history of collaborating closely with engineering and art leadership to create gameplay and cinematic animations, from iteration to implementation.

Experience

Lead Gameplay Animator – GameFam (My Hero Academia: Ultimate Battlegrounds)

July 2024 - Dec 2025

- Led the creation of gameplay and cinematic animation sequences using keyframing techniques in Blender and Maya
- Increased our teams efficiency by creating a standardized rig template that could be used across our Bipedal characters
- Partnered with Art Director to establish a new camera and cinematic animation style for previs and in-game cutscenes
- Collaborated with engineers to develop and integrate new combat and traversal animation systems

Gameplay Animator – Retro Studios (Metroid Prime 4 : Beyond)

July 2023 - July 2024

- Created gameplay and cinematic animation sequences using keyframing and motion capture cleanup
- Worked with programmers to create rigs and develop interactive animation sequences with the player and environment
- Organized data for animation tasks in Shot Grid to keep track of time and deliverables

Gameplay Animator – Naughty Dog (Unreleased Title)

July 2022 - July 2023

- Worked on gameplay and cinematic animation sequences using keyframing and motion capture cleanup
- Organize data for animation tasks in Shot Grid to keep track of time and deliverables
- Worked with programmers to develop animation sequences involving player - object interactions and mini-games

Character Animator – TransfrVR

April 2022 - July 2022

- Created VR animations sequences using Keyframing and Motion Capture
- Researched and developed new tools and systems to improve animation and character quality

Character Animator – D.M.A.I. (Animal Island Learning Adventure : AILA Sit & Play)

August 2020 - December 2021

- Created 3D animations and 2D assets for educational videos and interactive games for kids
- Modeled, Rigged, and Textured assets needed for animation sequences
- Was responsible for creating storyboards and developing new ideas for our series of games and videos

Animation Assistant – Naughty Dog (The Last of Us Part II)

October 2019 - July 2020

- Created animations for IGCs using Mocap and keyframing for gameplay animations and cinematic sequences
- Worked with programmers to create script based animations for NPCs throughout the game

Character Animator – Brainzoo Studios (Apple's Lego Brawls : Trailer)

July 2019 - October 2019

- Created animation sequences using Motion Capture and Keyframing data for cinematic trailers

Technical Skills

Maya , Blender, Unity , Character Animation , Motion Capture, Modeling , Rigging , Texturing Adobe Creative Suite, Rendering

Education

Gnomon - School of Visual Effects, Games, and Animation - Entertainment Design and Digital Production