

VICTORIA LOPEZ

DEMO REEL: www.lopiart.com/reel

victoria95lopez@gmail.com



WORK EXPERIENCE

AnimSchool, Animation Instructor for Video Games, Jun 2023 - Present

- Lead and teach students how to animate complex action sequences, such as combo attacks, single light/heavy attacks and deaths, both for the player and the enemy
- Provide step by step instruction on creating loop idle animations and animating locomotions in place at various speeds (e.g., walk/run cycles)
- Support the implementation of animations in Unreal Engine 5, ensuring seamless integration and smooth transitions
- Troubleshoot rig issues with students, and implementation bugs that arise in Unreal Engine 5, constantly solving problems that come up; and achieve the desirable "game feel" by optimizing the animation to fit the gaming landscape
- Provide weekly feedback to students to improve their animations, including drawovers via SyncSketch and Maya demonstrations
- Additionally lead the Games General Reviews Class, offering personalized feedback to all students enrolled at AnimSchool
- Train students to export animations using FBX and integrate them into Unreal Engine 5 while maintaining animation fidelity
- Proven track record of helping students land internships and junior animator roles at big AAA studios such as Electronic Arts and Activision Blizzard, as well as smaller studios such as Studio Wildcard and Night Street Games
- Guide students in working with simple constraints, MEL scripts, and physics tools plugins (such as PullDownIt) to enhance the realism of their animations
- Teach students how to design and adjust 1D blendspaces for character locomotion animations and enhance gameplay experiences
- Provide guidance on loading new environments into projects, implementing notify events, and adding notifies to improve the visual appeal of animations

Superseed Studios, Senior Animator, Dec 2022 - Dec 2023

- Animate keyframe facial and body performance for 'Judas', a single player, narrative first person shooter developed by Ghost Story Games, a studio led by Ken Levine, Director of System Shock 2, BioShock, and BioShock Infinite
- Animate work for cinematics, view model, AI and single player content
- Master studio pipeline, and industry tools to export and integrate animations into Unreal Engine 5
- Expertise in animating complex sequences, including view model animations, optimizing them to improve player experience and immersion
- Animate detailed facial animation performances for the main characters of the game
- Collaborate with Lead, Designers, and fellow Animators to achieve desired animations and develop unique performances for the characters

Infinity Ward, Narrative Animator, Aug 2018 - Mar 2022

- Author Single Player content for Call of Duty MWI, MWII and Multiplayer content for Warzone
- Create keyframe VM animations for characters and props
- Master studio pipeline, and industry tools to export and integrate animations into the game engine
- Collaborate with Director, Designers, Leads and Producers, as well as other departments, to ship the game
- Direct actors and stunt actors during motion capture shoots, as well as perform in shoots as an actress
- Pioneer and ship 2D animations for the Tomogunchi digital pet watch for Warzone
- Animate Cinematics content for Modern Warfare & Warzone Season Trailers

SteamRoller Studios, Junior Animator, Jun - Aug 2018

- Animate human locomotions and creature idles, attacks and walk/run cycles, for Rend, a multiplayer survival game by ex-Blizzard devs
- Assist in the creation of animation sets for the locomotions and help develop unique personalities for the characters and creatures

EA Tiburon, Animation Intern, May - Jul 2017

- Animate cinematics for Madden NFL 18 Longshot Story Mode
- Focus on facial animation performances
- Polish shots to final completion, including face, body, hands, and props
- Help create animation documentation for EA's Shanghai animation team

EDUCATION

Ringling College of Art & Design, May 2018

Bachelor of Fine Arts - Computer Animation

Animation Collaborative, 2020

Advanced Acting

AnimSquad, 2020

Expert Animation Workshop

SOFTWARE/SKILLS

Maya, Unreal Engine, Adobe, Substance Painter, Nuke, ZBrush
Fluent in English and Spanish