

VICTORIA LOPEZ

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WORK EXPERIENCE

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

- Demonstrate a clear understanding of the 12 principles of animation to guide students in mastering industry-standard techniques
- Teach students how to animate keyframe animation, including complex action sequences, such as combo attacks, single light/heavy attacks and deaths
- Provide instruction on creating loop idle animations and animating locomotions in place at various speeds (e.g., walk/run cycles)
- Guide students in working with simple constraints, MEL scripts, and physics tools to enhance the realism of their animations
- Train students to export animations using FBX and integrate them into Unreal Engine while maintaining animation fidelity
- Support the implementation of animations in Unreal Engine, ensuring seamless integration and smooth transitions
- Teach students how to design and adjust 1D blendspaces for character locomotion animations and enhance gameplay experiences
- Instruct students in using Animation Blueprints to create smooth animations and improve game feel
- Provide guidance on loading new environments into projects, implementing notify events, and adding notifies to improve the visual appeal of animations
- Lead the Games General Reviews Class, offering personalized feedback and fostering student growth in animation skills

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
- Collaborate with Lead to achieve desired animations and develop unique performances for the characters

Infinity Ward, 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 and attacks 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

Most Recent Offer: Principal Animator @ Meta Platforms, Inc