



CHRISTOPHIL JUDE SILVA

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OBJECTIVE

To give 3D characters a chance to feel, think, and live.

EDUCATION

Pratt Institute

Brooklyn, NY
BFA in Computer Graphics
Department of Digital Arts, 2003 - 2006

New York Institute of Technology

Long Island, NY
Computer Graphics program, 2001 - 2003

EXPERIENCE

Motion Capture NYC

Freelance Animator (May 2011)

- Clean, correct, and polish motion capture data

Kaos Studios/THQ, Inc.

Animator III (2011)

Animator (2008-2011)

Associates Animator (November 2006-2008)

Intern Animator (September 2006-November 2006)

- **Shipped Titles:** *Homefront* (PC, Xbox 360, and PS3) and *Frontlines: Fuel of War* (PC and Xbox 360)
- Use key-frame and motion capture to animate in-game cinematics and A.I. and 3rd person characters
- Manage and assist freelance animators; ensure animation created is consistent with the style of the overall game vision
- Work productively with programmers in creating systems to support Artificial Intelligence
- Collaborate with the cinematic team to manage and organize motion capture data
- Undertake additional routine tasks: optimization of key frames, provide support to TDs and modelers, import content into game engine, provide programmers and level designers with animation content for testing, etc.
- Create key-frame animation sequences to represent the visual target for new projects
- Storyboard the single-player prototype story

Visual Goodness

Freelance Animator (July 2006)

- Created flash animation for an NFL game project

SKILLS

Proficient in: Maya, Motionbuilder, Unreal, Adobe Photoshop, Premier, Sony Vegas

Basic knowledge of: After Effects, Morpheme, Adobe Illustrator, Flash

- Strong sense of timing, weight, and body language
- Knowledge of traditional animation techniques and film production
- Knowledge of character setup
- Strong background in fine arts and illustration

AWARDS & RECOGNITION

Ranked top 10 in the 2009 Aniboom "The People Speak" animation contest

One of the select finalists in the 2009 Aniboom "Marvel Motion Comics" competition

Ranked top 10 in the 11SecondClub animation challenge

Senior Project selected for the Animex Student Animation Awards 2007

Senior Project won Best Character Animation at the MetroCAF 2006

Senior Project selected for screening at the "Wanna See Our Shorts" 2006 New York Animation Festival