

# PHILIP CHRZANOWSKI

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Demo Reel: PhilCAnimation.com

Programming Experience	Primary Skills & Experience	Software Experience
<ul style="list-style-type: none"><li>• Python</li><li>• Mel/PyMel</li><li>• PyQtl</li><li>• Vex</li><li>• C#</li><li>• C++</li><li>• Blueprint</li></ul>	<ul style="list-style-type: none"><li>• Character/ Quadruped Animation</li><li>• Character/Creature Rigging</li><li>• Pipeline Scripting</li><li>• Procedural Pipeline Solutions</li><li>• Creative Problem Solving</li></ul>	<ul style="list-style-type: none"><li>• Autodesk Maya</li><li>• Blender</li><li>• Unity</li><li>• Unreal Engine 4/5</li><li>• SideFX Houdini</li><li>• Adobe Premier</li></ul>

## EXPERIENCE

August 2023 - Current	<b>Freelance Animator/Technical Artist - Self Employed</b> <ul style="list-style-type: none"><li>• Working with a variety of clients and unique pipelines to address existing issues and strengthen the pipeline against future issues</li><li>• Complex character/creature skinning for real time applications (Unreal Engine 5/Unity)</li><li>• Creation of Houdini HDA's for usage with Houdini Engine in real time applications</li></ul>
July 2022 - August 2023	<b>Virtual Training World - Lead Animator/Principle Technical Artist - Vingo</b> <ul style="list-style-type: none"><li>• Created tools to allow hundreds of clothing items to be skinned to existing characters at the push of a button</li><li>• Fully recreated character systems to move from Blender to Maya</li><li>• Complex rigging and skinning to have a single character body range from size 02 to size 14 with no blend shapes</li><li>• Maintaining and expanding complex facial rigs</li><li>• Selfie image to character facial model pipeline development</li><li>• Creation of and deployment of Houdini HDA's to Unity</li><li>• Scene profiling and optimization</li></ul>
May 2021 - July 2022	<b>Luma Pictures - Animator - Spider-Man: No Way Home, Thor: Love and Thunder, King Richard, I Am Groot Season 1</b> <ul style="list-style-type: none"><li>• Large Scale Crowd Simulation (Atoms)</li><li>• Ragdoll creation, modification, and implementation in Maya</li><li>• High quality hand key animation work</li><li>• Motion capture retargeting, correction, and implementation</li><li>• Animation scripting in Python/PyMel/Mel</li></ul>
May 2020 - May 2021	<b>ArenaNet LLC - Character/Creature Animation Apprentice - Guild Wars 2 - End of Dragons</b> <ul style="list-style-type: none"><li>• Creation of high quality creature / character animations for use in game</li><li>• Modification and maintenance of existing animations</li><li>• Working with designers and producers to achieve a high quality look and feel</li></ul>
Mar 2020 - Present	<b>Odd Orca Studios - Character Animator - Unannounced Project</b> <ul style="list-style-type: none"><li>• Studio Co-Founder</li><li>• Motion Capture recording, clean up, and in engine implementation</li><li>• Creating and modifying of character rigs for Maya and UE 4</li><li>• Production management and teamwork delegation to meet deadlines while pushing quality standards</li><li>• Mentoring of animation apprentice</li></ul>
Oct 2019 – Present	<b>TimeSplitters Rewind – Character Animator – IP Project</b> Responsible for animating character selection sequences and in-game cutscenes.

	<ul style="list-style-type: none"> <li>• Implemented and re-targeted animations for rigs in Unreal Engine 4.</li> <li>• Creation of all new character select animations taking inspiration from source materials</li> </ul>
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## EDUCATION

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Jan 2021 - Current	<b>Self Education – Youtube, Udemy, Unreal Talks, Unity Talks, etc</b> <ul style="list-style-type: none"> <li>• Exploring the vast world of games and VFX and everything it has to offer</li> <li>• Finding awesome looking things and figuring out how they are made and how they can be brought to a team to enhance an experience or product</li> <li>• Expanding knowledge across disciplines to better help bridge the gap between art and engineering</li> </ul>
Jan 2020 - Jan 2021	<b>Kyosil – Online Animation Mentoring</b> <ul style="list-style-type: none"> <li>• Continuing education to further creature and bipedal animation quality</li> </ul>
Jan 2018 - Sept 2019	<b>Animation Mentor – Character Animation Certificate</b> <ul style="list-style-type: none"> <li>• Full character animation curriculum ranging from animation basics and principles to full complex character acting with dialog</li> </ul>
No Degree	<b>University of New Mexico – Film and Digital Media – Albuquerque, NM</b> <ul style="list-style-type: none"> <li>• Traditional film education covering story, production and marketing.</li> <li>• Large scale group management within budget and time constraints.</li> </ul>