

CHARLES SEARIGHT

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a El Segundo, CA 90245

SKILLS

- Windows, Linux, Mac OS
- Giant systems, Lightstorm Software
- Motion Builder
- Maya
- 3DEqualizer
- Adobe Photoshop CS6
- Nuke
- GeoMagic XOS, Geomagic Design X
- FARO Scene 5.5 - 6
- Syntheyes
- Blade
- Nexus
- ProCreate
- Animation
- Concept
- Storyboards
- Excel
- PowerPoint
- Windows
- Microsoft Word
- Drawing ability

EDUCATION

Studio Arts

Los Angeles, CA • 09/2016

Character Animation Course: Animation

PROFESSIONAL SUMMARY

Hardworking, self-motivated person experienced in character animation, various aspects of motion capture, storyboarding, and concept sketches, camera tracking, lidar scanning, among other skills. Excited about learning new skills and techniques and growing as an artist and team member. Works well under pressure individually and as part of a team. Ready to move into a challenging position where growth and creativity are encouraged.

WORK HISTORY

Sony Interactive Entertainment - Motion Capture Technician *Los Angeles, California • 07/2017 - Current*

- My assorted tasks and responsibilities helping to build and tear down sets, getting actors suited marked and ready, Process and Track captured data, Motion Editing, Scene Assembly and Delivery for client needs, if there is down time help train others.
- Star Wars: Fallen Order, Death Stranding, Predator: Hunting Grounds, God Of War, Spiderman PS4, Love Death and Robots: Lucky 13, MLB The Show 2017-2020, Among other Projects

Method Studios - Tracking Artist *Santa Monica, CA • 05/2014 - 07/2017*

- Work on an assortment of commercials and movies doing Camera Tracks, Matchmoves, Object Tracks, Outsourcing, and Lidar Scanning and Processing
- Avengers Endgame, Avengers Infinity War, Spiderman Homecoming, Guardians of the Galaxy: Vol 2, Captain America: Civil War, Antman, Guardians of the Galaxy, San Andreas, Robocop, Hercules, Divergent, Among Other projects

House of Moves - Motion Capture Animator/ StoryBoard Artist/ Concept Artist *Los Angeles, CA • 03/2010 - 05/2014*

- Injustice: Gods Among Us (Animation)
- Mortal Kombat X (Animation)
- Devil's 3rd (Motion Editing and Animation)
- Scalebound (Motion Editing Canceled title)
- Call of Duty: Black Ops (Tracking and Motion Editing)
- Battlefield: Hardline (Motion Editing Canceled title)
- The Guardians Project (Concept Art, StoryBoards, Motion

Full Sail University
Winter Park, FL • 06/2009

Bachelor of Science: Computer Animation

Forrest Park High School
Dumfries, VA

High School Diploma

Editing and Animation)

- Gears of War 3 (Tracking, Motion Editing and Animation)
- Fox NFL Bot Cleatus (Motion Editing)
- Deadliest Warrior: The Game DLC (Tracking and Motion Editing)
- WWE12- WWE15 (Motion Editing)
- Need for Speed: The Run (Motion Editing)
- Army of Two: Devil's Cartel (Motion Editing)
- Defiance MMO (Motion Editing)
- Dead Space 3 (Motion Editing)
- Dead Space 2 (Face and Body tracking)
- Call of Duty: Black Ops (Body tracking)
- Enslaved: Odyssey to the West (Body tracking)
- Worked flexible hours to complete projects and revisions according to tight deadlines.
- Collaborated with motion capture department to collect and apply data for specific characters.
- Set and maintained high standards of quality for different projects.

Digital Domain - Motion Capture Artist

Los Angeles, CA • 06/2013 - 01/2014

- Malificent (Face and Body Tracking).
- Infamous: Second Son (Face and Body Tracking).

Motion Analysis Studios - Motion Capture Animator/ Animator

Hollywood, CA • 03/2011 - 04/2011

- Worked Motion Editing and Key Frame Animation.
- Collaborated with motion capture department to collect and apply data for specific characters.
- Combined technical and artistic abilities to accomplish challenging animation objectives.

Matte Black - Storyboard Artist

Los Angeles, CA • 05/2017 - 05/2017

- Worked on O.P.I.
- Nail polish commercial.
- Interpreted stories into drawings that flowed according to director's vision.

Full Sail University - Motion Capture/ Animation/ Concept Inter
n

Orlando, FL • 06/2009 - 09/2009

- Captured Motion Capture shoots
- Processed Data
- Did Design Mock ups