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SAN MATEO, CA

# KAITLYN PRESTIA

## EXPERIENCE

### **Playstation Studios Visual Arts**, San Diego, CA (remote) — *Senior Animator*

JULY 2021 - MARCH 2025

PROJECTS: Concord, Destiny 2, Horizon Forbidden West: Burning Shores DLC, The Callisto Protocol, God of War: Ragnarok. (3 other titles not yet shipped, under NDA)

- Worked directly with clients as sole contributor for production tracking, tech art, and in game body animations
- Worked directly with client engineer to create system and animations for seamless ladder climbs in game
- Edited and blended animation clips for cinematic sequences in MotionBuilder and Maya for first and final pass animations
- First and final passes on facial animation in scenes
- Solved facial performance capture, including cleaning any camera jitter

### **Digital Domain**, Los Angeles, CA — *Character FX Artist*

JANUARY 2018 - MARCH 2018

PROJECTS: The Avengers: Infinity War

- Simulated and corrected cloth, leather, and metal armor on Thanos and background characters.
- Added skin sliding and muscle jiggle when needed on Thanos

### **Digital Domain**, Los Angeles, CA — *Character FX Artist*

MAY 2017

PROJECTS: Spider-Man: Homecoming

- Simulated and sculpted corrective shapes on muscles on Spider-Man

### **Electronic Arts Tiburon**, Orlando, FL — *Technical Animator*

November 2013 - August 2015

PROJECTS: Madden NFL 16, NBA Live 15, Madden NFL 15

- Integrated game animations into proprietary game engine and state flow machines
- Led group of animators to fix up post play animation workflow and character interaction upgrades, working closely with engineering
- Edited mocap for in game and cut scene animation
- Helped create scripts to help speed up or automate animation workflow

### **Sony Pictures Imageworks**, Culver CIty, CA — *Technical Director (CFX)*

January 2012 - August 2013

PROJECTS: Cloudy with a Chance of Meatballs 2, Oz: The Great and Powerful, Hotel Transylvania, The Amazing Spider-Man

- Helped train new team members on tools
- Simulated and sculpted corrective shapes on muscles, cloth, skin
- Animated muscle flexing
- Simulated and corrected fur and feathers
- Groomed grass and other plant life in environments (hair systems)

### **Rhythm and Hues Studios**, El Segundo, CA — *Technical Animation TD (CFX)*

July 2011 - October 2011

PROJECTS: Alvin and the Chipmunks: Chipwrecked

- Simulations for cloth, fur, hair, string
- Corrected shapes and contacts on character animations

### **Pendulum Studios**, San Diego, CA — *Animator and Cloth Artist*

MAY 2010 - June 2011

PROJECTS: Captain America: Super Soldier, Thor: God of Thunder, Red Faction: Armageddon, Tron: Evolution

- Setup cinematic layouts in MotionBuilder story mode
- Mocap and key frame
- Animated facial mocap for lip syncs
- Created cloth simulations in pre-rendered cinematics

### **Callen Design Studios**, Tampa, FL — *MotionBuilder Consultant*

April 2010

- Tracked down and fixed rigging problems between Maya and MotionBuilder for Hasbro TV program pilots

### **Electronic Arts Tiburon**, Orlando, FL — *Animator*

October 2009 - March 2010

PROJECTS: Tiger Woods PGA Tour '11

- Mocap and Keyframed golfers for in game animations and lip syncs
- Created camera paths

## SKILLS and PROGRAMS

- Leading, communication, tracking information, problem solving, quick learning, motion capture, some scripting and rigging
- MotionBuilder, Maya, Perforce, Premiere, Shotgrid, Unreal, Photoshop, and can easily learn new tools and proprietary software and engines

## EDUCATION

### **University of Central Florida (FIEA)** — *M.S. Interactive Entertainment - Art*

ORLANDO, FL