

# Robert Wilson

## Cinematic Artist/3D Animator/Character Setup Artist

### CONTACT

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615-598-0047

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www.robertwilson3d.com

### SKILLS

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#### Software

Maya

After Effects

Photoshop

Premiere

Soundbooth

Unity

#### Professional

3D Animation

3D Character Setup

3D Modeling

Concept Development

Visual Development

Traditional Drawing

Storyboarding

### EDUCATION

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#### SAVANNAH COLLEGE OF ART & DESIGN

Atlanta, GA (2014) Bachelor of Fine Arts, Magna Cum Laude

Studied 2D and 3D animation with an emphasis on character animation and setup.

#### MIDDLE TENNESSEE STATE UNIVERSITY

Murfreesboro, TN (2010) Bachelor of Science in Mass Communication

Studied 3D animation, art history, literature, and television production

### WORK EXPERIENCE

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#### Telltale Incorporated, San Rafael, CA

Intermediate Cinematic Artist, 2015-2018

- Camera staging and Cinematography from pre-vis stage to Final Edit
- Staging for characters in environment
- Timing and editing
- Character performance using animation libraries and custom animations
- Implement game design to ensure functionality and bug fixing

### SHIPPED TITLES

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#### MINECRAFT: STORY MODE

Telltale Incorporated, 2015-2017

#### TALES FROM THE BORDERLANDS

Telltale Incorporated, 2015

#### THE WALKING DEAD: MICHONNE

Telltale Incorporated, 2015-2016

#### BATMAN - THE TELLTALE GAME SERIES

Telltale Incorporated, 2016

#### THE WALKING DEAD - A NEW FRONTIER

Telltale Incorporated, 2016-2017

#### BATMAN - THE ENEMY WITHIN

Telltale Incorporated, 2017

#### THE WALKING DEAD: THE FINAL SEASON

Telltale Incorporated, 2018

### PROJECTS

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#### Dictoven

Academy Award Eligible Short, Group Project, 2016

- Created 3D character rigs for props
- Co-Animated with director

#### La Periode Dor

Award Winning Animated Short, Group Project, 2014

- Created 3D character rigs for characters
- Worked as a member of the animation team