

# Seth Kendall

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## Overview

I am an experienced character animator and forever student in the art of real-time, interactive character performances and physical articulation. My understanding of traditional animation principles, performance, rigging, and generalist pipeline tasks leaves me well equipped to bring life and realism to the next generation of game characters.

## Professional Experience

NCsoft: Carbine Studios, Irvine, CA

**Technical Animator**, October 2008 – Present

Rigging characters, creatures, and props as well as auxiliary animation when needed. Work is for unannounced MMO in development.

Take 2 Interactive: Cat Daddy Games, Bellevue, WA

**Lead Animator**, January 2008 – Present

In charge of all primary animation for *Carnival Games Mini-Golf* for the Nintendo Wii and current announced titles. Tasks include rigging, cycle generation, system planning, keyframing animated performances and in-game cinematics.

Juicy Monkey Animations, Seattle, WA

**Animator/Owner**, September 2006 – Present

Freelance animation, generally 'traditional' 2D shorts and commercials, as well as illustration and graphic design. Work is done remotely for clients around the country.

Drexel University, Collage of Media Arts and Design, Philadelphia, PA

**Adjunct Professor**, September 2006 – March 2007

Instructed Computer Animation I and 3D Modeling and Design for which I developed lesson plans, tutorials, lectures, animation rigs, and workshops.

Vcom3D, Orlando, FL

**Research and Development**, September 2005 – June 2006

Researched and advised on real-time character animation systems. Proposed, performed, and evaluated tests for procedural, keyframe, and motion capture methods.

Splat Productions, Philadelphia, PA

**Lead Artist**, March 2005 – December 2006

Generating high-end, photorealistic 3D renderings and composites of exterior and interior architectural spaces. Includes modeling, texturing, lighting and compositing.

## Program Expertise

Maya, 3D Studio Max, XSI, Motionbuilder, Flash, Photoshop, AfterEffects, Combustion  
ActionScript, MelScript, MAXScript

## Education

Drexel University; Philadelphia, PA

Bachelor of Science in Digital Media, Magna Cum Laude

Master of Science in Digital Media, undergoing final Thesis revisions