MITCHELL OLSEM

3D Animator

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www.mitcholsem.com

EXPERIENCE

High Voltage Software, Hoffman Estates, IL— *Animator/Technical Animator*

September 2019 - Present

Create and modify character and prop animations for the game *Fortnite.*

Coordinate with the events team to plan and execute scenes and character-driven performances for in-game events.

Rig characters and create dynamic simulations for use in Unreal Engine.

Rooster Teeth Productions, Austin, Tx— *3D Animator*

June 2018 - April 2019, July 2019-September 2019

Animated characters for the web series *RWBY* and *gen:LOCK*, using a combination of hand-keyed animation and motion capture cleanup.

Created cycles and developed studio-wide animation libraries.

Collaborated with leads and directors to meet weekly deadlines in a fast-paced environment.

Performed in motion capture sessions to develop character performances for both acting and action scenes.

Community 1st Credit Union, Cedar Rapids, IA— *Member Service Representative*

March 2016 - June 2018

Assisted customers in facilitating banking transactions, account openings, and maintenance while managing cash inventory.

Scheduled meetings and maintained inventory of supplies.

High Voltage Software, Hoffman Estates, IL— *Programming Intern*

June 2014 - September 2014

Responded to bug reports and fixed errors in the code of Saint's Row: Gat out of Hell (2014).

Responsible for assisting experienced programmers with implementation of new mechanics while writing scripts to run tutorials and missions.

EDUCATION

DePaul University, Chicago, IL

September 2011 - June 2015

B.S. in Computer Games Development, Minor in Animation
Graduated Magna cum Laude

Animation Mentor — *Character Animation Program*

March 2016 - June 2017, Summer 2022

Learned from industry professionals at Dreamworks, Blue Sky, and ILM.

Software

Autodesk Maya

3DS Max

Adobe Photoshop

Adobe After Effects

Adobe Premiere

Unity

Unreal Engine 4, 5

Shotgun/Shotgrid

Perforce

C, C++, C#

Javascript

JIRA

Python

Skills

Character Animation

Creature Animation

Motion Capture Cleanup

Rigging

Animation Dynamics

Basic Modeling

Scripting

Layout

Communication

LANGUAGES

English

Spanish