




# Mitch Olsem


**8+ years of experience in creating animation through diligent attention to detail.**  
Flexible team member who is able to adapt to any problem.

## Contact

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## Skills

### 3D Animation

Character Animation | Cinematics | Gameplay Animation | Maya | Unreal Engine | After Effects | Photoshop

### Technical Animation

Rigging | Skin Weight Painting | Dynamics Simulation | Scripting | Control Rig

### Productivity

Jira | Perforce | Shotgrid | Confluence | Miro

## Select Work Experience

### High Voltage Software

Technical Animator III

2019-Present

“Developed AAA quality character skins and animations for an audience of over 200 million players.”

### Rooster Teeth Productions

Character Animator

2018-2019

“Part of the cinematics team that authored character animations for a weekly series viewed by 7 million viewers.”

## Content Creation

### Developed player cosmetics and in-game events for AAA game *Fortnite*

- Responsible for developing Animation Blueprints, Control Rigs, and character mesh skin weights for implementation of character skins available for purchase in the game store.
- Built character, vehicle, and object rigs for use in custom assets for gliders, emotes, and character skins.
- Developed dynamic simulations for hair, cloth, and other player-driven character elements in order to ensure a more convincing and player-driven experience.
- Authored character and environment animations for in-game events in order to craft unique and interactable experiences.

### Crafted character performances for weekly series *RWBY* and *gen:LOCK*

- Refined motion capture data and authored hand-keyed animations to deliver ~30 seconds of quality animation per week.
- Worked with leadership to assess character performance and incorporate director feedback in order to create the strongest narrative possible.
- Participated in motion capture sessions to ensure quality character performance.

## Technical Solutions and Marketing

### Developed animation solutions for gameplay and marketing features in *Dragon Front: Adventures*

- Developed system to drive motion of UI Widgets as key gameplay features for a card-driven roguelike game.
- Led development and integration of a user-friendly Animation Blueprint system to smooth animation blending across the project and improve player experience.
- Assembled updated character rigs for existing characters and used them to author additional animation content within the game.
- Planned and executed cinematic character animations for use in marketing materials.
- Deconstructed and optimized character locomotion systems utilizing motion matching for smoother and more responsive user experience on multiple projects within High Voltage Software.

## Flexibility and Collaboration

### Able to quickly adopt new skillsets and adapt to the needs of any project.

- Spearheaded the optimization of outdated Animation Blueprint setups, greatly reducing file complexity while improving readability and load times that would otherwise bottleneck development.
- Key member in an internal strike team to rapidly prototype new animation dynamics and Control Rig setups for AAA studios.
- Independently upskilled in Adobe After Effects to produce promotional video assets for *Dragon Front: Adventures*.
- Maintained lines of communication between leads and different departments to research and develop new technologies and ensure smooth product integration.