ALEX UTTING - Animator

(316) 617-7716
alexutting@gmail.com

Over 15 years creating animations for AAA games using hand-key and motion capture techniques. High technical proficiency of in-game animation systems. Extremely experienced with prototyping, building, and maintaining animation blend trees and state machines that scale across production. Passionate about collaborating and facilitating other developers to make the best games possible.

EXPERIENCE

Bethesda Game Studios, Rockville, MD — *Senior Animator*

Jan 2010 - PRESENT

- **Starfield**
  - Principle 3rd person Player animator, using motion capture with emphasis on input feel and gameplay responsiveness.
  - Directed multiple mocap shoots with professional stunt actors.
  - Prototyping, maintaining, and reviewing anim graphs and systems to ensure consistency and efficiency.
  - Responsible for reviews of other animators' work.
  - Helped design new animation systems and tools by working closely with animation engineer.
- **Fallout 4, DLCs**
  - Principle Power Armor animator. Also reviewed other animator's work to maintain a consistent style for Power Armor.
  - Helped design, rig, animate, and maintain robots and modification systems.
  - Built and maintained animation graphs.
- **Skyrim, DLCs**
  - Rigged and animated variety of creatures.
  - Built and maintained animation graphs.

Mythic Entertainment, Fairfax, VA — *Animator*

June 2005 - Dec 2009

- Warhammer Online: Age of Reckoning
- Dark Age of Camelot

EDUCATION

University of Advancing Technology, Tempe, AZ — *BA in Multimedia*

2000 - 2003 Emphasis in Digital Animation Production

SOFTWARE KNOWLEDGE

Maya, Motionbuilder, 3ds max, Blender, Unity, Unreal Engine 4 Blueprints/Blend Trees, Custom in-house tools. Jira, Confluence, Perforce. C# and Python.