



Emma Haupt

Animator

www.emmamation.com
emmamation.artstation
[emma haupt linkedin](#)
emmahauptanimation@gmail.com

About Me

An inventive 3D animator with 7+ years of experience in cinematic and gameplay animation in film, virtual production, and games. As a critical thinker and adaptable team player, I am seeking opportunities in a collaborative, creative environment that supports continued learning and innovation.

Experience

RedG Studios *Video Games*

Freelance Animator *Mar 2024 - Present*

- Gameplay animations of characters and creatures

Calypte, a Virtuos Studio *Video Games*

Gameplay Animator *Dec 2022 - Oct 2023*

- Gameplay locomotion and combat animations using motion capture

Freelance Animator *Video Games & Advertising*

Animator *May 2022 - Dec 2022*

- Created 2D and 3D animations for clients for advertising, TV, and social media

Playstation Studios Visual Arts *Video Games*

Cinematic Animator *Nov 2021 - May 2022*

- Cinematic animations focusing on facial animations and face solves

The Third Floor *Motion Pictures & Film*

Animation Artist *Sep 2021 - Nov 2021*

- Keyframed creature animations on the post-vis team for *Disney's Disenchanted*

Halon Entertainment *Motion Pictures & Film*

Previs Animator *Nov 2020 - Sep 2021*

- Previs animations based on storyboards
- Animated cycles for characters and crowds

CGLA Studios *Live Television AR/VR*

Character Animator *Mar 2020 - Nov 2020*

Dark Catt Studios *VR Games and TV/Film*

Lead Animator *Feb 2019 - Nov 2019*

3D Animator *Nov 2017 - Nov 2019*

- Gameplay character animations: walks, victories, deaths, boss introductions, etc. (motion capture)

Awards

Anima Dea

Animated Short **Director and Animator**

- Best Animated Film 2018 at Illinois International Film Fest
- Glendale International Film Fest; Glendale, California
- EPIC ACG Fest; Mountain View, California

Skills

- 3D Character, creature, prop, and camera animation
- Motion capture (Vicon and Qualisys): preparing and running a session, data cleaning, clean up for bipeds & quadrupeds
- Directing facial actors, creating a face profile, and cleaning facial motion capture from Dynamixyz.
- Sequencing in UE4, rendering in Maya and UE4

Projects

Marvel 1943: Rise of Hydra

Dec 2022 - Aug 2023 / Calypte

Action video game **Gameplay Animator**

Last of Us Part 1: Remake

Nov 2021 - May 2022 / PlayStation

Action video game **Cinematic Animator**

Disney's Pinocchio

Nov 2020 - Feb 2021 / Halon Entertainment

Live-action motion picture **Previs Animator**

Djinni & Thaco: Trial by Spire

Mar - Nov 2019 / Dark Catt Studios

VR video game **Lead Animator**

Education

Savannah College of Art and Design (SCAD)

Savannah, GA

B.F.A. Animation, June 2017

Interests

Gaming (Breath of the Wild, Tales of the Abyss, Stardew Valley, and many more)

D&D, comic books, and graphic novels



Maya
7 years



MotionBuilder
4 years



After Effects
8 years



Unreal Engine
7 years



Photoshop
8 years



Illustrator
5 years



Premiere Pro
2 years