



Emma Haupt

Animator

Portfolio: www.emmamation.com
emmamation.artstation
emmahauptanimation@gmail.com

Experience

Freelance Animator

Video Games & Advertising

Animation May. 2022 - Present

- Creating commissions of 3D animations, logos, and illustrations

PlayStation Studios Visual Arts

Video Games

Cinematic Animator Nov. 2021 - May 2022

- Created cinematic facial animations for a variety of characters

The Third Floor

Motion Pictures & Film

Animation Artist Sep. 2021 - Nov. 2021

- Keyframe animation of a chipmunk and a cat

Halon Entertainment

Motion Pictures & Film

Animator & Unreal Artist Nov. 2020 - Sep. 2021

- Created pre-vis animations based on storyboards
- Animated cycles for characters and crowds

CGLA Studios

Live Television AR/VR

Character Animator Mar. 2020 - Nov. 2020

- Created realistic character animations for America's Most Wanted using mocap

Dark Catt Studios

VR Games & TV/Film

Lead Animator Feb. 2019 - Nov. 2019

3D Animator Nov. 2017 - Feb. 2019

- Created gameplay and cinematic animations

Education

Savannah College of Art and Design (SCAD)

Savannah, GA

B.F.A. Animation, June 2017

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

Interests

Gaming (Breath of the Wild, Tales of the Abyss, Stardew Valley, Horizon Forbidden West, etc.)
Dungeons & Dragons
Comic books and graphic novels

Projects

Last of Us: Part 1 Remake

Nov. 2021 - May 2022 / PlayStation

Action video game **Cinematic Animator**

- Cinematic animations focusing on face solves and facial animations

Disney's Disenchanted

Sep. 2021 - Nov. 2021 / The Third Floor

Live-action motion picture **Animator**

- Keyframe animation of a chipmunk and cat

Disney's Pinocchio

Nov. 2020 - Feb. 2021 / Halon Entertainment

Live-action motion picture **Animator**

- Created pre-vis animations based on storyboards
- Animated cycles for characters and crowds

Tiny Tina's Wonderlands - Trailer

Mar. 2020 - Nov. 2020 / Halon Entertainment

Announcement Trailer **Animator/ UE Layout**

- Animated props and revisions for characters
- Animated the cameras and setup the UE sequences

Djinni & Thaco: Trial by Spire

Mar. 2019 - Nov. 2019 / Dark Catt Studios

VR video game **3D Animator**

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

Skills

- 3D Character, creature, body and facial animation
- Motion capture: preparing and running a session, data cleaning, animation clean up, (Vicon and Qualisys)
- Directing facial actors, creating a face profile, and cleaning facial motion capture from Dynamixyz
- Sequencing in UE4, rendering in Maya and UE4
- Mentoring team members, scheduling, assigning tasks, communicating between departments



Maya



MotionBuilder



Unreal Engine



After Effects



Photoshop



Illustrator



Premiere Pro