

Ted Gordon
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SKILLS

- Character Animation, Setup/Rigging, Both Hand-Keyed and Motion Captured, Models, Textures
- Applications: 3ds Max, Character Studio, Maya, Photoshop, Premiere, Speed Razor, Perforce, Vault, SourceSafe, Excel, PowerPoint, Word, Blackboard Academic Suite
- Traditional Art Background
- Game Engines/Tools: Unreal, Gamebryo, Infernal, Granny 3D
- Operating Systems: Windows, Macintosh, Some Unix/Irix experience
- Problem-Solving: Capable of identifying and addressing concerns within fast-paced game development and start-up environments

ANIMATION CREDITS

- Disney Guilty Party (Wii)
- Hail To The Chimp (PS3/Xbox360)
- Stubbs The Zombie (Xbox)
- Wrestlemania XXI (Xbox)
- Red Faction 2 (PS2)
- Summoner 2 (PS2)

BACKGROUND

Lead Animator, Raw Thrills, Inc, Skokie, IL, Sept 2011 - Present

- Created realistic, hand-keyed animation for extreme sports arcade title, paying attention to detail and accuracy
- Created MaxScripts for animation export, to reduce export errors and save time. Reduced saving 12 files to one menu operation, saving roughly 10 minutes per export, per animation
- Collaborated with programmers and artists to solve technical and aesthetic problems

Associate Chair: Game & Interactive Media Department, Tribeca Flashpoint Media Arts Academy, Chicago, IL, Feb 2008 - Aug 2011

- Management:
 - Promoted to Associate Chair within 2 years of full-time service: Taught as Adjunct Faculty Fall 2007, Accepted Full-time Faculty position Feb 2008, Became Associate Chair July 2010
 - Facilitated our department's ACICS accreditation process, employing collaborative software and automating processes to increase departmental efficiency; institution earned longer-than-normal period of accreditation before our next scheduled review
- Art/Curriculum Design:
 - Art-Direction and management of a small team of artists for a mobile game for Microsoft. Critique and direction for multiple student projects.
 - Designed department's entire Art curriculum; taught classes in 2d and 3d Art
 - To raise the quality of students' art work, Added Life Drawing: Developed the plan, Campaigned for the Space, Funding, and Equipment, Ran the Workshop. Students work improved, showed improvements in Before and After samples in all areas of game art
 - Exceeded the ACICS-mandated placement rate, surpassing all other departments at TFMAA
 - Met with students to help them with a multitude of problems academic and non-academic, documenting formal Advising Meetings, improving the student experience and student retention.
 - Networked with group leaders to bring Autodesk User Group and CG Society events to TFMAA, negotiating for resources with the institution, creating additional learning and networking opportunities for students

Contract Character Animator, Oak Park, IL, Feb 2005 - Present

- Created Handkeyed and Mocap character animation for projects including: Upcoming Extreme Sports Title (Arcade), Disney Guilty Party (Wii), Hail To The Chimp (PS3/Xbox360), Stubbs the Zombie (Xbox), Zoo Tycoon 2 - expansions (PC), Tony Hawk: Ride (PS3/Xbox360/Wii), Empire Earth 3 (PC), Aliens: Extermination (Arcade), Pulse (Serious Games project for PC)
- Created MaxScripts to automate tasks and batch process my files which saved time reexporting: Hail To The Chimp
- Critiqued and Communicated Technical Requirements to animators from offsite: Breakaway Games
- Conducted an on-site training for animation and art staff: Breakaway Games TX

Character Animator, Studio Gigante, Chicago, IL, March 2004 - Feb 2005

- Animated real time characters using Motion Capture for Wrestlemania XXI (XBOX)
- Worked with motion for 1, 2, and 3 person in-game moves
- Created MELscripts to automate my most repeated tasks

Character Animator, Volition Inc, Champaign, IL, March 2002 - July 2003

- Animated and Rigged characters: Red Faction 2 (PS2) [FPS], Summoner 2 (PS2) [Action/RPG], and unreleased stealth action title
- Setup, exported, and tested animations in game using custom tools and debug station

Computer Artist / Animator, Inland Productions, Carol Stream, IL, June 1999 - June 2001

- Modeled, Textured, Lit, Rigged for Dynamics, and Keyed Animation for Objects: vehicular combat project
- Animated characters, hand keyed and motion captured: outdoors, fighting and sports game demo projects

Freelance Digital Imaging, January 1994 - Present

- Clients/Projects included: Lewis & Clark Trail Heritage Foundation: Illini Chapter, Children's Memorial Foundation MRIC, Encyclopædia Britannica, Kimberly-Clark, Grupo Modelo, Goble & Associates, Larry Lubeck & Associates, Sandbox Digital Playground, Pre Magazine
- Modeled, Textured, Lit, Rendered, Digitally Photo Retouched Images Using Alias Animator, Eclipse, Creator, on SGI Irix; Created illustrations in Photoshop on Macintosh and PC

B.A. Columbia College, Chicago, IL, Graduation 1994

- Self-designed liberal arts major including course work in Animation, Film, Figure Drawing, Anatomy, Illustration
- Cumulative GPA: 3.769 (out of 4.0)
- Dean's List, Semester GPA 4.0, Columbia College, Chicago

Rockford College, Rockford, IL

- 2 Years of Liberal Arts including one semester at Regent's College, London, UK
- Leadership Scholarship, Rockford College