Dariel Bencosme
animator

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Experience:

Animator - Blur Studio, Culver City, CA   July 2023 -

   Unannounced Title - Unreal Animator
   Animated shots directly in Unreal Engine, working with animation
   supervisors to deliver on director's vision

Animator - Industrial Light & Magic, San Francisco, CA   March 2023 - July 2023

   Star Wars Title - Animator
   Collaborated with animation supervisors to ensure shots were realized
   in the most entertaining way possible.

Motion Editor/ Performance Animator - Weta FX, Manhattan Beach, CA   July 2022 - Jan 2023

   Avatar: The Way of Water - Motion Editor
   Worked with mocap footage in Nuance to edit body performances
   making sure contacts, prop interactions, and weight all felt believable

Narrative Animator - Santa Monica Studio, Los Angeles, CA   Oct 2020 - June 2022

   God of war Ragnarok - Narrative Animator

   Took ownership over multiple cines, with a focus on animating
   creatures, enhancing body pcap and supporting other departments
   to ensure successful implementation in game.

Senior Freelance Animator - Respawn Entertainment, Los Angeles, CA   April 2020 - Sept 2020

   Medal of Honor: Above and Beyond - Senior Animator
   Enhanced mocap footage, pose matching from file to file
   and cleaning up body and face animation to work in engine

Cinematic Animator - Sony Interactive Entertainment, San Diego, CA   Feb 2017 - April 2020

   The Last of Us Part II - Cinematic Animator
   Enhanced mocap footage, added keyframe animation where necessary
   Used proprietary software to create face solves

   Uncharted: The Lost Legacy - Cinematic Animator
   Enhanced mocap footage, added keyframe animation where necessary
   Used proprietary software to create face solves

Animator - Echo Bridge Pictures LLC, St. Petersburg, FL   April 2014 - Feb 2016

   Axe Cop (FOX), Major Lazer (FXX) - Key Animator
   Animated head symbols in Flash and hand drew frames for body poses

Animator - Limited Slip Studios, Inc, Treasure Island, FL   2015

   Gemini: Heroes Reborn - Animator
   Mocap Animator

Skills & Software:

   3D Packages -   Maya, MotionBuilder, 3DS Max, Nuance
   2D Packages -   Adobe Photoshop, Adobe Flash, Adobe After Effects, Adobe Premiere
   Project Management Packages - Shotgun, Jira, Perforce

Education:

The Art Institute of Tampa - BFA, Media Arts and Animation   2014