

**Favian Beltran** (619) 957-5913 | [contact@beltranimation.com](mailto:contact@beltranimation.com) | <http://www.beltranimation.com/>

#### **Feature Film & Games: Credited**

- **Avatar: The Way of Water** (2022)
- **Star Wars Jedi: Fallen Order** (2019)
- **Days Gone** (2019)
- **God of War** (2018)
- **Killing Floor 2** (2016)
- **H1Z1** (2015)
- **MLB '14:The Show** (2014)
- **The Last of Us: Left Behind** (2013)
- **Knack** (2013)
- **MLB '13:The Show** (2013)
- **Uncharted: Golden Abyss** (2012)
- **Mars Needs Mom's** (2011)
- **The Last of Us 2** (2020)
- **Death Stranding** (2019)
- **Spider-Man** (2018)
- **Uncharted 4: A Thiefs End** (2016)
- **MLB '15:The Show** (2015)
- **The Order: 1886** (2015)
- **infamous: Second Son** (2014)
- **The Last of Us** (2013)
- **Killzone:Shadow Fall** (2013)
- **PS All-stars** (2012)
- **Uncharted 3** (2011)
- **Disney's A Christmas Carol** (2009)

#### **Feature Film & Games: Un-Credited**

- **Ghost of Tsushima** (2020)
- **Edge of Tomorrow** (2014)
- **Oz: The Great and Powerful** (2013)
- **MLB Network: Quick Pitch** (2014)
- **Marvel: Agents of S.H.I.E.L.D** (2014)
- **Yellow Submarine Test** (2011)

#### **Motion Edit Senior Artist & Technical Director: LightStorm Entertainment 10/2023 -- Present**

- Developed and maintained tools/pipeline conventions for the Motion Edit team
- Collaborated with software engineers and Supervisor/Lead to create innovative production tools
- Lead Reviewed peer assigned takes before delivery
- Constructed tutorials and coached peers/ new artists on pipeline conventions & tool usage
- Built re-targeting maps for characters/ creatures/props
- Continued to hand key assets and deliver world class performance capture

#### **Senior Motion Editor: LightStorm Entertainment 06/2018 -- 10/2023**

- Hand keyed characters and weapons according to Directors/Supervisors notes
- Tracked, cleaned and re-targeted optical body data (dry & wet)
- Constructed documentation according to conventions set by Leads & Supervisor

#### **Lead Face Technical Artist: Sony Interactive Entertainment 01/2015 – 06/2018**

- Supervised re-mesh team through FACS scan alignment and cleanup
- Transferred scan data to final topology
- Constructed documentation pertaining to re-mesh pipeline and other proprietary tools
- Recorded re-mesh metrics per actor to stay within time & budget
- Worked closely with R&D department developing tools to streamline re-mesh pipeline
- Assisted in re-mesh UI development
- Coached team members on new techniques implemented into pipeline

#### **Motion Capture Specialist: Sony Computer Entertainment of America 08/2012 - 01/2015**

- Delivered high quality cinematic & in-game solves per project
- Constructed motion capture ready rigs for re-targeting
- Hand keyed motions based on client specifications
- Tracked, cleaned and retargeted raw face/body data
- Trained new team members on Solve pipeline

#### **Lead Animator/ Motion Capture Specialist: Icon Group 01/2011 - 08/2012**

- Integrated full body animations and assets to Unity game engine
- Developed animation pipeline with engineers
- Created high quality in-game body animation

**Motion Capture Specialist: Sony Computer Entertainment of America 06/2010 - 08/2010**

- Delivered high quality solves per project
- Constructed motion capture ready rigs for re-targeting
- Peer to peer Quality Check and reviews

**Freelance 3D Animator/Generalist: Beltranimation.com 05/2010 – 04/2015**

- Produced production ready animation & generalist services for multiple clients
- Generated broadcast quality VFX and video editing services
- Remained under budget and ahead of schedule

**Motion Capture Tracker/ Solver: ImageMovers Digital/ Walt Disney Company 02/2008 - 05/2010**

- Tracked, cleaned and delivered immaculate face/body data
- Assembled pre-vis scenes
- Delivered superior solve data for lead characters
- Hand keyed select shots

**Animator/Generalist: Icon Group 01/2005 - 02/2008**

- Created high quality body/face animation for cinematic cut scenes
- Supervised motion capture shoots and system calibration
- Provided optimal modeling, texture, lighting and rendering per scene

**Advanced 3D Animation Instructor: Platt College 07/2005 - 07/2007**

- Developed advanced Maya & MotionBuilder curriculum
- Provided instruction and assistance to students, while creating real world production scenarios.

**Teachers Assistant - 3D Department: Platt College 07/2004 - 01/2005**

- Assisted in the instruction of 3D modeling, texturing, rigging and hand key animation

**Workshops**

Platt College Quadruped rigging and animation

- Demonstration and lecture regarding quadruped rigging, skinning and animation –**Nov 2006**

**Education & Training**

**Measurand Inc.**

Specialized training for Measurand Shapewrap motion capture system - **July 2006**

**Platt College**

Bachelor of Science Degree: 3D Animation - **May 2005**

Associate of Applied Science Degree: Multimedia - **May 2002**

**Technical Skills**

**Autodesk** - Maya & MotionBuilder

**Vicon** - Blade, Nexus & Diva

**Motion Analysis** - Cortex

**Unity 3D**

**Python** (Junior level)

**Giant Software** - Nuance & Identify

**Peelsolve** - Solving software

**Measurand** - Shapewrap Motion Capture System

**AGI Soft**

**TCL Scripting** (Junior level)