

**James Peterson**  
Animator  
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www.talking-monkeys.com

## Game Experience

### **Red 5 Studios** – Animator (August 2006 – January 2010)

- Worked on an unannounced MMO, responsible for over 1/3 of the playable character animations
- Worked on various types of bipedal and creatures rigs
- Responsible for evaluating and choosing animation systems
- Helped with various modeling/texturing/rigging tasks

### **Spidermonk Entertainment** – Animator/3D Artist (January 2006 – August 2006)

- Worked on cycle animations for an in-house RTS Project
- Assisted with 3D Character Clean up in NBC Heads Up Poker, published by Abandon mobile

### **Ritual Entertainment** - Internship (October 2005 – January 2006)

- Character animation for in game cut scenes for SiN Episodes: Emergence
- Additional animations help with character cycle animations

## Education

### **The Guildhall at SMU, Dallas, Texas**

- Art creation for Digital Entertainment, GPA 3.5
- Awarded ATI Scholarship in the third term at the Guildhall.

### **Art Institute of Pittsburgh, Pittsburgh, PA**

- Bachelors of Science Degree in Computer Animation, GPA 3.5
- Worked as tutor to other 3D animators/Artists

## Software Experience

- 3DS Max
- Maya
- Softimage XSI
- 3D-Coat
- MotionBuilder
- Natural Motion's Morpheme
- Art pipeline for Offset Engine, Unreal Tournament 2K4, Neverwinter Nights, and Valve Half Life 2 Source Engine, Morpheme

