

JOHN BRESKY | Animator
12475 205th St.
Maple Ridge, BC, V2X 0B1

www.johnbresky.com
(778) 998-9856
johnbresky@gmail.com

I am a skilled character animator looking to use my unique knowledge and skill set to make a meaningful contribution to a production, and to work in an environment where I can continually challenge myself to learn and grow from those around me.

EMPLOYMENT

GOLDTOOTH CREATIVE | Lead Animator

Vancouver, BC | Nov.2013 – Present

- Supervised teams of up to 7 animators
- Animated shots from layout to final, including animating cameras
- Keyframed performances in various styles, from realistic to cartoony
- Edited and cleaned body, face, and camera Mocap data
- Conducted animation reviews and provided feedback
- Assisted during 12 Mocap shoots
- Provided estimates for projects based on storyboards, animatics, or written descriptions

ELECTRONIC ARTS CANADA | Animator

Vancouver, BC | Aug.2013 – Oct.2013

- Keyframed performances for in game proof of concept animatic
- Edited Mocap sequences to build a complete performance for proof of concept animatic

WATERPROOF STUDIOS | Animator

Vancouver, BC | Aug.2013

- Edited Mocap for in-game motions, adhering to very specific client instructions and guidelines

FREELANCE | Animator

Vancouver, BC | May.2013 - June.2013

- Keyframed gameplay motions, following a pre-defined style

SLANT SIX GAMES | Lead Animator

Vancouver, BC | Feb.2006 - Apr.2013

- Led teams of between 2 and 10 animators
- Keyframed gameplay motions
- Evaluated, edited, and cleaned Mocap clips for both gameplay and cut scenes
- Planned and directed 15+ motion capture shoots
- Worked with engineers to develop custom tools for authoring animations on PS3, X360, and PSP
- Implemented complex state machines and blend trees using studio specific technology
- Integrated gameplay animations and created state machines using Unity 3D
- Coordinated with designers to ensure animations adhered to specific game mechanics
- Collaborated with outsourcing partners for delivery of gameplay and cut scene animation assets.
- Performed one on ones and conducting annual performance reviews

ELECTRONIC ARTS CANADA | Animator

Vancouver, BC | June.2005 - Feb.2006

- Keyframed facial and hand animation on 35 non-interactive sequences
- Built and tuned animation sequences for gameplay using custom software

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EDUCATION

PIXAR MASTER CLASS | Story and Animation

Vancouver, BC | Nov.2012

- Topics included Animation Principles, acting for animation, story and character development, and story structure

CG SOCIETY WORKSHOP | Character Facial Rigging

Online | Mar.2012 - Apr.2012

- Explored practical joint placement and rig setup, efficient weighting techniques, creation of driven keys, and analyzed appealing face shapes

DURHAM COLLEGE | Computer Animation Post Diploma

Oshawa, ON | Sep.2004 - Apr.2005

- Focus on Character Animation

MCMASTER UNIVERSITY | Honours Bachelor of Commerce Degree

Hamilton, ON | Sep.2000 - Apr.2004

- Focused on Marketing with a background in Human Resources Management

DURHAM COLLEGE | Maya Focus 3d Animation Certificate

Oshawa, ON | Jun.2002 - Jul.2002

- Studies focused on character animation and story telling

SOFTWARE

- Maya
- MotionBuilder
- State Machines
- Unity 3D
- Adobe Photoshop
- Adobe Premiere

ACHIEVEMENTS

EA GREAT CANADIAN ART COMPETITION

Vancouver, BC | May.2005

- Awarded 2nd place for Animation in a Canada wide CG short film competition conducted by Electronic Arts Canada

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PROJECTS

GOLDTOOTH CREATIVE | Lead Animator

Vancouver, BC | Nov.2013 – Present

- Star Wars: Uprising (CG Trailer)
- Armored Warfare (CG Trailer)
- Rage of Demons (CG Trailer – Supervisor only)
- Spirit Lords (CG Trailer – Supervisor only)
- Dragons of Tarkir (CG Trailer – Supervisor only)
- Just Cause 3 (Cinematics)
- Dodo Pop (CG Trailer)
- Marvel Contest of Champions (CG Trailer)
- Star Wars: Commander (2 CG Trailers)
- Madden 2015 (Cinematics)
- Middle Earth: Shadow of Mordor (Cinematics)

ELECTRONIC ARTS CANADA | Animator

Vancouver, BC | Aug.2013 – Oct.2013

- Unreleased Console Project (Next Gen)

WATERPROOF STUDIOS | Animator

Vancouver, BC | Aug.2013

- Unannounced Console Project (Next Gen)

FREELANCE | Animator

Vancouver, BC | May.2013 - June.2013

- Supreme League of Patriots (PC)

SLANT SIX GAMES | Lead Animator

Vancouver, BC | Feb.2006 - Apr.2013

- Max's Pirate Planet: A Board Game Adventure (iOS)
- The Bowling Dead (iOS)
- Resident Evil: Operation Raccoon City (PS3/X360)
- SOCOM: Fireteam Bravo 3 (PSP)
- SOCOM: Confrontation (PS3)
- SOCOM: Tactical Strike (PSP)

ELECTRONIC ARTS CANADA | Animator

Vancouver, BC | June.2005 - Feb.2006

- FIFA 07 (X360)
- FIFA 06: Road to the World Cup (X360)

SHOT BREAKDOWN

ANIMATION (GAMES) REEL | <http://vimeo.com/johnbresky/demo>

All animations keyframed by me

CINEMATICS REEL | <https://vimeo.com/johnbresky/cinematics>

Shot 1 | Dodo Pop

- Layout and camera animation
- Keyframe main character (Running Dodo)

Shot 2-4 | Dodo Pop

- Layout and camera animation
- Keyframe all characters

Shot 5-7 | Marvel Contest of Champions | Hulk/Wolverine Fight

- Layout and camera animation
- Keyframe all characters and bridge

Shot 8-9 | Marvel Contest of Champions | Hero faceoff/Asteroid Shatter

- Layout and camera animation
- Keyframe all characters and asteroid

Shot 10 | Marvel Contest of Champions | Hero faceoff/Asteroid Shatter

- Layout and camera animation
- Keyframe background (hero) characters and asteroid

Shot 11 | Marvel Contest of Champions | Hero Teleportation

- Layout and camera animation
- Keyframe all characters

Shot 12-13 | Middle Earth: Shadow of Mordor | Gollum gives Talion the crown

- Clean and edit body and face Mocap
- Clean and edit/re-frame camera Mocap
- Animate new cameras/shots (to match pre-existing Mocap style)

Shot 14-18 | Star Wars: Uprising

- Keyframe female ninja run, droid, facial performances, and lasers
- Clean edit Mocap and cameras, and stitch performances together from multiple sources
- Assemble scenes from multiple Mocap sources to create cohesive shots