



JASON STANSELL

ANIMATOR / ANIMATION DIRECTOR

PERSONAL STATEMENT

Over 10 years of experience in the fields of video game, visual effects, motion picture, and graphic design production. I am currently an Animation Supervisor for Amazon Game Studios in Seattle, WA, where I have the rewarding and enjoyable experience of leading the animation team on an amazing, but currently unannounced, project.

SPECIALTIES

Experienced lead of productive, fun and smooth-running teams. Keyframe animator of realistic, fantasy and cartoony characters and creatures. Skilled in both subtle, emotional performances as well as broad, physical action. Well versed in motion capture, including performance direction, tools and process. Builder of AI/Character Behavior Systems. Fluent in Maya, Photoshop, InDesign, Perforce, Hansoft, Confluence and more.

ACHIEVEMENTS

2015 DICE Nomination for Outstanding Achievement in Animation for work on inFamous Second Son.

Selected as a Jury Member for the 2014 & 2015 SIGGRAPH Electronic Theater.

Helped plan and develop the University of New Mexico's IFDM animation program and curriculum, which was officially integrated as part of the school program in August of 2010.

CONTACTS

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PROFESSIONAL EXPERIENCE

August 2015
Present

ANIMATION SUPERVISOR

at Amazon Game Studios

📍 Seattle, WA

Helping Amazon establish a AAA caliber game studio by building, managing and leading a team of exceptional animators. Responsibilities include maintaining the quality and artistic consistency of the project by setting high visual standards and defining a vision and direction of animation to support the vision and tone of the project, as well as being accountable for the animation team's deliverables by ensuring they meet the quality bar and defined objectives on schedule. Consistency of team's deliverables is maintained through regular critiques and feedback, with the express purpose of increasing the team's skills through mentorship focusing on choices, approach, communication, process and artistic techniques.

- *Unannounced Project (PC)*

April 2015
August 2015

ANIMATION DIRECTOR

at Microsoft Game Studios

📍 Redmond, WA

Worked collaboratively with the Publishing Art Director, Design Director, Dev Director, as well as their developer counterparts to drive and support the animation features/tech through all stages of production. Participated in coordinating the technical and aesthetic animation processes in order to realize the visual and design goals of multiple projects, with studios both internal and external. Assisted in the development and support of run-time game animation procedures & pipelines. Coordinated and communicated clear expectations for visual direction and quality of work across multiple projects. Scheduled, produced and directed mocap shoots, leveraging the latest technology in body and facial performance capture.

- *Quantum Break (Xbox One) • 2016*
- *Unannounced Project (Xbox One)*

June 2010
April 2015

ANIMATION LEAD

at Sucker Punch Productions

📍 Bellevue, WA

Maintained hands on direction of gameplay animation for multiple titles including Second Son, First Light, inFamous 2 and more. Supported the team by working, collaborating and coordinating with the Game Director and Art Director, as well as leading the effort to define the style of animation and motion that most accurately embodied the needs of the project and tone within the world. Responsible for managing and directing various size teams of animators, as well a liaising with the leads from all other disciplines, as well as individual producers, designers and programmers. Responsible for directing the gameplay animation to ensure that the quality and performance of our character animation met and exceeded the high visual quality bar that had been established for our projects. Responsible for directing, scheduling, producing and coordinating motion capture shoots to ensure the highest quality performances.

- *Unannounced Project (PS4)*
- *First Light (PS4) • 2014*
- *Second Son (PS4) • 2014*
- *inFamous: Festival of Blood (PS3) • 2011*
- *inFamous 2 (PS3) • 2011*

February 2009
May 2010

SENIOR ANIMATOR

at Sony Pictures Imageworks

Albuquerque, NM

Responsible for all aspects of performance for a variety of principle characters across multiple motion pictures. Worked with the tools and rigging departments to define and refine character rigs, deformations, control systems and tools. Researched methods for merging projection mapping for smoother content creation for the animation team.

- *Zookeeper* • 2011
- *Alice in Wonderland* • 2010
- *Cats & Dogs 2: The Revenge of Kitty Galore* • 2010
- *G-Force* • 2009

April 2008
January 2009

CHARACTER ANIMATOR

at Disney Interactive: Avalanche

Salt Lake City, UT

Responsible for animations on hero character and hero creature in prototype Disney IP, as well as animation on cinematics across multiple projects. Worked with rigging and characters team to refine rigs, models and control systems, as well as helping to create and define animation trees and systems for both player-controlled and ai-controlled characters.

- *Unreleased IP (PS3, Xbox 360)*
- *Bolt (PS3, Xbox 360, Wii, PS2, PC)* • 2008

May 2007
April 2008

CHARACTER ANIMATOR

at Rhythm & Hues Studios

Los Angeles, CA

Responsible for all aspects of performance for a variety of principle characters across multiple motion pictures. Worked with the tools and rigging departments to define and refine character rigs, deformations, control systems and tools. Helped create and define animation style through pre-production on multiple projects.

- *Aliens in the Attic (Pre-Production)* • 2008
- *The Incredible Hulk* • 2008
- *Alvin and the Chipmunks* • 2007

February 2004
May 2007

SENIOR GRAPHIC DESIGNER

at Down South Publishers, Inc.

Hilton Head Island, SC

Responsible for the conceptualization, creation and implementation of design (guided by an understanding of current design trends and best practices) within a fast-paced production environment. Projects spanned multiple mediums including, but not limited to publication layout, print ad design, video production, web design, photo processing and manipulation, as well as logo and identity design.

- *Lowcountry Home*
- *Fishing & Boating Magazine*
- *Island Real Estate*
- *HiltonHead360.com*



EDUCATION

2015 - Present

MFA: ANIMATION & VFX (IN-PROGRESS)

at Academy of Art University

San Francisco, CA

2000 - 2002

BS: DESIGN GRAPHICS • ANIMATION

at East Tennessee State University

Johnson City, TN

Graduated Cum Laude

1998 - 1999

BA: ART & COMMUNICATIONS

at Carson-Newman College

Jefferson City, TN

(Transferred to East Tennessee State University)



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