

# MEADOW STRAUSS - Advanced Animation

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## PROFILE

While passionately creative, my key focus is to make the the most diligent decisions that reinforce both the animation pipeline and Director's vision. To that end, I have a significant devotion to maintaining a positive environment that invites collaboration and reinforces the game's pillar's for a superior product. With the increasing domination of artificial intelligence throughout the digital media industry, my precedence is to prioritize a creativity that is more than just pretty pictures, but a unique and profound experience for the audience that excels beyond the status quo.

## SKILLS

- Expansive experience in rigging, skinning, animating, and implementing for a broad variety of life; human, biped, quadruped, aquatic, aerial, realistic, fantasy, hand-keyed, motion capture, etc,
- Years study of skeletal and muscular anatomy aiding in the creation of advanced body mechanics.
- MEL scripting focusing on enhancing ease and efficiency of the animation process.
- A strong sense of resilience, overcoming challenges and obstacles with a natural curiosity to learn.

## EXPERIENCE

### INTREPID STUDIOS - SENIOR ANIMATOR

2020-2025 - downsized

- ASHES OF CREATION
  - Beginning with only the geometry of a model; planned and created all assets required for implementation into Unreal 5. Final product was the delivery of a fully functional and playable NPC or character mount.
  - Collaborated with the NPC team for additional animation assets required to meet design documentation and behavior goals while inviting input into the creative process of making them.
  - Polish both hand-keyed and motion capture animation sequences for a timely public Alpha delivery.

### HOLOLENS - SENIOR ANIMATOR

2019-2020 - canceled due to COVID

- TOKYO OLYMPICS HOLOLENS EXPERIENCE BOOTH
  - Daily security-focused collaboration with a second team based half a world away.
  - Utilized mock-ups, animatics, and transcripts to interpret and create sequences that focus on a hybrid approach to both cinematic and interactive experiences.

### 343 INDUSTRIES - GAMEPLAY ANIMATOR

2018-2019 - contract expired

- HALO: INFINITE
  - Onboarded during pre-production; used own unique ideas to create animatics of new gameplay for what open-world combat could look like in the evolution of a new Halo game.
  - Devote a majority of my time to building stronger animation skill sets, accepting critique, and learning a new AAA standard for future studio and product growth.

### FINAL STRIKE GAMES - SENIOR ANIMATOR

2017-2018 - contract expired

- ROCKET ARENA
  - Creating a new moba IP; a heavy collaboration with developers across the entire studio.
  - Rig, skin, and animate for 1st and 3rd person assets while focusing the games unique style.

### PRESENCE LABS - SENIOR ANIMATOR

2015-2017 - downsized

- GROOVR
  - In a small studio team, collaborate heavily in creativity meetings focused on making the most compelling experience while adhering to a one month turnaround.
  - Implement and optimize animation assets for the Unity Game Engine.

### SIGNAL STUDIOS - ANIMATOR

2013-2015 - studio closed

- TOY SOLDIERS: WAR CHEST
- UNANNOUNCED CANCELED PROJECT

### CAT DADDY GAMES - ANIMATOR

2011-2013 - downsized

- MULTIPLE TITLES

### THE AMAZING SOCIETY - JR ANIMATOR

2010-2011 - contract expired

- MARVEL SUPER HERO SQUAD ONLINE

## EDUCATION

ANIMATIONMENTOR.COM - ADVANCED CHARACTER ANIMATION

2007-2009

DIGIPEN INSTITUTE OF TECHNOLOGY - PRODUCTION ANIMATION

2005-2007

SKAGIT VALLEY COLLEGE - COMMUNICATION

2003-2005