

P.J. Leffelman

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Experience

Lead Animator at 2K, Novato, CA, Oct. 2013 – present

I lead 2K's Creative Services Animation team. We are a small group of versatile artists that support 2K's developers however they may need us. I cover everything involving movement (animation, rigging, tools, pipeline, etc.).

Mafia III – Manage a team of animators working on World Interaction and Pedestrian animations. Work in Mafia's proprietary animation tool to make our animations available for use by Designers.

XCOM 2 – Managed a team of animators to create 45 minutes of in-engine cinematics. Created our Maya -> Matinee -> Maya pipeline and wrote all supporting tools in Python. Rigged cinematics props. Improved Mocap importing pipeline by adding multiple session batch processing.

Borderlands: The Pre-Sequel – Claptastic Voyage – For this marketing trailer, I batch-created Maya rigs from existing 3DS Max rigs, managed an animator and animated half of the shots.

Evolve – Worked closely with on and off-site Animators to help in their day-to-day activities. Created and maintained human character and weapon rigs, created rigs for the Gorgon and Behemoth monster. Created rigging and animation tools to improve pipeline and automate common tasks. Set up characters in-game. Documented changes to the rigging and animation pipeline. Worked with the on-site Animators on how to use Mannequin, CryENGINE's graph-less animation system. Worked with off-site Engineers to work through special-case in-game setup.

Lead Animator at 2K Marin, Novato, CA, May 2008 – Oct. 2013

The Bureau: XCOM Declassified – Managed a team of eight Animators, two Technical Artists and an intern. Created and refined cinematic and gameplay pipelines. Set up the state graphs and motion trees for all characters in conjunction with Design and Engineering's needs. Directed and acted in mocap shoots. Animated characters and created prototype rigs.

BioShock 2 – Managed a team of eight Animators and one Character TD. Animated characters, set up custom rigs, troubleshoot technical issues. Worked very closely with the Creative Director, Designers and Engineers to create new characters for the *BioShock* universe.

Character Animator at LucasArts, San Francisco, CA, May 2006 – May 2008

Indiana Jones and the Staff of Kings (Unreleased Xbox 360/PS3 versions) – Animated characters, worked with other disciplines to flesh out game design, and gave presentations to educate the team on Indiana Jones' character.

Character Animator at DNA Productions Inc., Irving, TX, Feb. 2005 – May 2006

The Ant Bully – Animated hero characters and background crowd character cycles.

Jimmy Neutron – Animated characters for two Nickelodeon TV specials featuring *My Fairly OddParents*.

Lead Intern at Red Eye Motion Capture Studio, Hoffman Estates, IL, May – Aug. 2001 and 2002

Captured, tracked, directed and imported/exported production-ready motion capture data.

Tools

Maya, 3D Studio Max and MotionBuilder

Python, MEL Script and MAXScript

Unreal Engine, CryENGINE

Familiar with **Havok Animation Studio** and **MorphemeConnect**

Photoshop, After Effects, and Premiere

Education

Academy of Art University – San Francisco, Bachelor of Fine Arts in Animation and Visual Effects, 2001-2004

University of Illinois – Urbana-Champaign, Liberal Arts and Sciences, 1999-2001