

Adam Gillespie

Unreal Engine || Animation || R&D

2007 - Present

(949) 910 - 5332

adamg.animator@gmail.com

EXPERIENCE

Sony (SIE - Playstation) — Senior Unreal Technical Director

July 2021 - July 2024

At Sony I was the “figure it out” guy for SIE’s Visual Arts team. Mostly for Unreal Engine, though occasionally for Maya, Substance and other software.

Duties included, animation, rigging, modeling, shaders, groom, building the framework and code for Unreal / entire projects, speaking to clients, mocap stage operating, and acting in the suit (sometimes also to clients).

DNEG, Los Angeles — Senior Unreal Animator

Jun 2020 - July 2021

At Dneg I held a role with many hats, though my primary focus was on animation and Unreal integration for the purpose of virtual production and previs.

MPC, LA and Vancouver — VirProd Animator, Lead Animator

May 2017 - Aug 2019

I was a virtual production animator for Jon Favreau’s Lion King, and then moved to Vancouver to lead the animation team for Detective Pikachu and Maleficent 2. Assisted with Sonic The Hedgehog and Aquaman.

Digital Domain, LA — VirProd Animator, Senior Animator

Jun 2014 - Aug 2017 , Nov 2019 - Apr 2020

Ive worked at DD a couple times. Mostly in virtual production and animation roles though I did do some coding there as well.

Duties included: Rigging, Animation, Modeling, Shaders, Unity code (C#), Maya tools (Python)

Various, LA — Animator, On set Supervisor, Lead Animator

Aug 2007 - Jun 2014

A few other places I’ve been is Zoic (animator/Lead Animator), Hydraulx, Framestore, The Mill, Third Floor, and Lightstorm (Avatar)

SKILLS

Unreal Engine - Proficient

Maya

Animation - Proficient

Rigging - Proficient

Modeling - Pretty Good

Substance Painter - Decent

Nuke - Decent

Houdini -Familiar

Photoshop - Familiar

Works well in a team

Works well as a lead

Pretty fun guy to work with while still getting stuff done.

TRAINING

Epic Games Unreal Fellowship

EDUCATION

Art Institute of Philadelphia *Bachelors Degree* **Animation**

Sept 2005