

ADAM GILLESPIE

Senior/Lead Animator | Senior Unreal Technical Director | Virtual Production Specialist
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SELECTED CREDITS

Ready Player One | The Jungle Book | The Lion King | Avatar 2 & 3 | Detective Pikachu | Sonic the Hedgehog | Avengers | Spiderman: No Way Home | Destiny 2 | God of War: Ragnarok | Maleficent: Mistress of Evil | Bullet Train

PROFESSIONAL SUMMARY

Senior/Lead Animator with 17+ years across Unreal Engine, final anim and previs, rigging pipelines, virtual production, game development, feature film, television, and real-time content creation. Trusted to deliver production-ready tools, gameplay systems, animation workflows, motion-capture and production pipelines, and virtual production solutions. Known for solid animation, bridging art, engineering, production, and client/artist interactions to solve complex technical problems under real production pressure.

CORE EXPERTISE

Unreal Engine	Unreal Engine 5, Blueprint Development, Gameplay Systems, Runtime Systems, Sequencer, Control Rig, Motion Capture Integration, Virtual Production, Stage Operations, Tool Development, Pipeline Development, Performance Optimization
Technical Art	Technical Animation, Rigging, Character Pipelines, Retargeting, Animation Systems, Asset Integration, Workflow Automation, Real-Time Cinematics, Niagara/VFX Support
Leadership	Team Leadership, Mentorship, Talent Direction, Client-Facing Production, Cross-Functional Collaboration, Production Workflows, Stakeholder Communication, Agile Development
Tools	Unreal Engine, Maya, Houdini, Substance Painter/Designer, Nuke, Photoshop, Unity/C#, C++, xGen, Blender, MotionBuilder, Marvelous Designer

PROFESSIONAL EXPERIENCE

Sony Pictures Entertainment / Torchlight - *Senior Talent Director / Senior Animator* | Nov 2024 - Feb 2026

- Create, prepare, and implement Unreal Engine assets for production use while coordinating with performers, clients, production teams, and technical departments.
- Direct and support talent during virtual production and motion-capture shoots, translating creative direction into usable real-time performance and animation workflows.
- Provide client-facing stage support in multiple languages (English/Japanese) across performance capture, asset needs, troubleshooting, and rapid production problem solving.

Epic Games - *Unreal Engine Fellowship Mentor* | Mar 2025 - Apr 2025

- Selected to mentor industry professionals through Epic Games Unreal Fellowship training.
- Taught practical Unreal Engine workflows including Blueprint architecture, gameplay systems, input systems, inheritance, runtime logic, cinematics, and implementation best practices.
- Guided artists, technical directors, and teams through real-world production problem solving, prototyping, and the transition into real-time development workflows.

Sony Interactive Entertainment / PlayStation - *Senior Unreal Technical Director* | Jul 2021 - Jul 2024

- Developed and maintained Unreal Engine workflows, Blueprint/C++ tools, runtime systems, and virtual production pipelines for real-time content and internal production needs.
- Created artist facing tools including vCam, software to hardware triggering systems (ie; hit a lightswitch in unreal that affects the real world), and incredibly bespoke interactive solutions for various cases.
- Supported animation, motion capture, character workflows, stage operations, asset creation, content deployment, and technical problem solving across multidisciplinary teams.
- Served as a technical bridge between artists, engineers, production, and leadership; translated creative and production needs into scalable Unreal Engine solutions.
- Provided hands-on troubleshooting and technical direction across Unreal Engine, Maya, rigging, modeling, materials, asset implementation, and pipeline issues.

PROFESSIONAL EXPERIENCE (CONTINUED)

DNEG - *Senior Unreal Animator* | Jun 2020 - Jul 2021

- Built and supported Unreal Engine projects for virtual production and real-time content creation.
- Delivered animation, rigging, shader, FX, and implementation support while helping establish production-ready workflows for cross-functional teams.
- Provided senior-level technical animation support across real-time production challenges.
- Worked across departments to keep Unreal, animation, rigging, shader, and FX needs moving in sync.

MPC - *Lead Animator* | May 2017 - Aug 2019

- Led animation teams on major feature productions, supervising and supporting artists from junior through senior levels.
- Contributed to virtual production efforts on *The Lion King* and led or supported animation teams on *Detective Pikachu*, *Maleficent: Mistress of Evil*, *Aquaman*, and *Sonic the Hedgehog*.
- Prevised and supported sequence-level animation work, including large-scale production changes under tight schedules.
- Balanced creative animation standards with production realities while helping teams move quickly and cleanly.

Digital Domain - *Senior Animator / Virtual Production Animator* | Jun 2014 - Aug 2017; Nov 2019 - Apr 2020

- Delivered animation, technical animation, rigging, Unreal Engine, Unity, Substance, Nuke, and pipeline support across virtual production, feature, VR, and real-time projects.
- Worked on productions including *The Jungle Book*, *Ready Player One*, *Quantum Break* cinematics, *Archangel VR*, and additional real-time/VR projects.
- Frequently served as a cross-disciplinary technical generalist, handling tools, workflows, troubleshooting, and production needs that crossed normal department boundaries.
- Returned for multiple stints based on a broad technical skill set, production reliability, and ability to solve unusual pipeline problems.

Various Studios - *Animator / Lead Animator / On-Set Supervisor* | Aug 2007 - Jun 2014

- Worked across games, television, commercials, and feature production with studios including Lightstorm Entertainment, Framestore, Zoic, Hydraulx, The Mill, The Third Floor, Bungie, and others.
- Held animation, lead animation, supervision, on-set support, previs, virtual production, and technical problem-solving roles.
- Contributed to projects including *Halo: Reach*, *Avengers*, *Skyline*, *Infinity Blade: Dungeons*, *Sony Battle Royale*, and additional commercial/TV productions.
- Built a foundation across animation, supervision, previs, on-set work, and virtual production that later evolved into senior Unreal and real-time technical direction.

PRODUCTION STRENGTHS

- Operate comfortably between hands-on Unreal development, animation, rigging, stage support, client-facing production, and team leadership.
- Translate creative direction or production needs into usable tools, workflows, assets, and real-time systems that teams can actually ship with.
- Communicate clearly across artists, engineers, devs, performers, supervisors, producers, and clients or stakeholders without losing the technical details.
- Bring senior production judgment from games, feature film, virtual production, VR, commercials, and real-time content pipelines.
- Proactive with legitimate passion in maintaining current working and practical knowledge of latest technological advancements. This can include everything from control rig updates to gaussian splatting real time use cases.

EDUCATION & TRAINING

Epic Games Unreal Fellowship | Art Institute of Philadelphia - Bachelor of Science, Animation