

Adam Gillespie

Unreal Engine || Animation || R&D

2007 - Present adamg.animator@gmail.com

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

EXPERIENCE

Epic Games— *Unreal Engine Fellowship Mentor*

March 2025 - April 2025

- Trained industry professionals in how to make run-time code for game development
- Heavy focus on systems, input, inheritance, cinematics creation and implementation

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Sony (SCA/SPE Torchlight)— *Senior Talent*

Director/Senior Animator Nov 2024 - present

- At torchlight I was an animator for unreal engine use.
- At SCA I handle any asset creation as well as direct VIP and hired talent on a shoot stage

Sony (SIE - Playstation)— *Senior Unreal*

Technical Director July 2021 - July 2024

- Everything Unreal Engine (Blueprints, some C++, stage operating)
- Maya asset creation and implementation (modeling, rigging, substance, etc...)
- Occasionally the guy in the suit and dealing with clients.

DNEG, Los Angeles — *Senior Unreal Animator*

Jun 2020 - July 2021

- Virtual production animation, rigging, FX, shaders, basically all things.
- Unreal project creation and implementation. Mostly real-time, sometimes run-time.
- Some management when the needs arose for a stand in lead.

MPC, LA and Vancouver— *Lead Animator* May

2017 - Aug 2019

- Maya based animator for Lion King virtual production before moving to a lead
- Led animators for Det. Pikachu and Maleficent 2. Assisted on Aquaman and Sonic 1.

Digital Domain, LA— *VirProd Animator, Senior*

Animator Jun 2014 - Aug 2017 , Nov 2019 - Apr 2020

- I go back to DD every now and again. Longest stint there was 4 years from Jungle Book through Ready Player One.
- Virtual Production Animator (game style animation for film basically)
- Rigging, anim, substance designer/painter, Unity code (C#), Unreal code (BP and C++), Nuke, After effects, Marvelous Designer, 3dCoat, and basically anything we didnt have a guy for, my boss would put me on to handle and manage it.

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)