

MELISSA THOMPSON

Layout | Previs | Postvis | Animation



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SOFTWARE | SKILLS

UE4

Sequencer

Maya

Camera Sequencer

XSI

3D Max

Motion Builder

AfterEffects

Faceware

Perforce

Shotgun

Sketch

InVision

Rough Layout

Camera Animation

Character Animation

Facial Animation

Cinematics

Previsualization

Postvis



EXPERIENCE

FELLOW | EPIC GAMES

Unreal Fellowship in Virtual Production Fall 2020

Successfully completed a short that showcased my knowledge

Layout of sequences and shots in UE using sequencer.

Cleaned and hand animated mocap in Maya

Used LiveLink Face app to capture facial animation

Adjusted facial animation in Maya

Exported animation from Maya as .fbx and ingested to UE

ANIMATOR | BRUD

Lil Miquela | Music Video, TikTok, social media

Facial animation and body animation

Realistic, natural and expressive facial animations

Mocap cleanup and integration with hand key animation

PREVIS/POSTVIS ANIMATOR | THE THIRD FLOOR

Various projects | Disney, Marvel Feature, Commercials

Character animation and camera animation

Set dressing, rough lighting, rough texturing, rough fx

Comping, matting, tracking in AfterEffects

CHARACTER ANIMATOR | PSYOP

Aldi Holiday | Commercial

Character blocking and animation

Set dressing

PREVIS/POSTVIS ARTIST | MPC

Godzilla vs Kong | Feature

Detective Pikachu | Feature

Previs and postvis on VFX feature

Comping, tracking, matting of CG elements in VFX plates

Staging, blocking, camera and character posing/animation

CINEMATIC ANIMATOR | COUNTERPUNCH

Mortal Kombat II | Game

Facial animation with Faceware

Realistic, natural and expressive facial animations

Integration of keyframe and mocap



EDUCATION

SHERIDAN COLLEGE |

Oakville, ON

Classical Animation

CENTENNIAL COLLEGE |

Toronto, ON

Digital Animation

UNIVERSITY OF WESTERN ONTARIO | London, ON

Fine Art/Studio Concentration

GENERAL ASSEMBLY |

Santa Monica, CA

UX Design Immersive



EXPERIENCE (cont'd)

LAYOUT ARTIST | ANIMAL LOGIC

The Lego Ninjago Movie | CG Feature

Rough Layout, Final Layout and Stereo

Staging, blocking, character posing/animation, lighting

Camera animation and adjustments for stereo

Sr. CINEMATIC ANIMATOR | FRAME MACHINE

Injustice 2 | Game

Facial animation with Faceware and hand key animation

Realistic, natural and expressive facial animations

PREVIS/LAYOUT ARTIST | ORIGINAL FORCE 3D

Duck Duck Goose | CG Feature

Staging, blocking and camera animation from storyboards

Character posing and rough animation

Sr. ROUGH LAYOUT ARTIST | SONY IMAGEWORKS

Alice Through the Looking Glass | Live Action Feature

Integration of plates into CG environment

Animation of camera to match edit/avid reference

Set dressing

PREVIS/LAYOUT ARTIST | NITROGEN

Sausage Party | CG Feature

Staging, blocking and camera animation from storyboards

Rough set and prop modeling, lighting, texturing, set dressing

Character posing and rough animation

ROUGH LAYOUT ARTIST | DREAMWORKS

Dragons: Riders of Berk | TV Series

Development/visualization of storyboarded sequences/shots

Shot design, character and camera animation and timing

LEAD ANIMATOR | IMAGE METRICS

Feature and Game Animation

Realistic facial animation using Faceware

ANIMATOR | DIGITAL DOMAIN

The Curious Case of Benjamin Button | Feature

Hand keyframed realistic facial animation from reference video

ANIMATOR| TECHNICOLOR INTERACTIVE

Uncharted 2: Among Thieves

Uncharted: Drake's Fortune