

CONNOR CRAWFORD - CINEMATIC ANIMATOR

EXPERIENCE & KEY PROJECTS

Cinematic Animator

 Edinburgh |  07555392264 |  Crawford.Animation@hotmail.com |  [LinkedIn](#) |  [Showreel](#)

PROFESSIONAL SUMMARY

Creative and detail-driven Cinematic Animator with over 7 years of experience in high-quality gameplay animation, cinematic animation and real-time storytelling. Specialised in keyframe animation and motion capture. Passionate about cinematography, narrative, character performance, and emotionally-driven cutscene sequences.

KEY SKILLS & SOFTWARE

- **Animation:** Keyframe, Mocap Cleanup, Facial & Body Mechanics, Gameplay
 - **Cinematics:** Pre-Visualisation, Animation Polish, Camera Work, Level Sequencer (UE5)
 - **Software:** Maya, MotionBuilder, 3DS Max, Unreal Engine 5
 - **Soft Skills:** Interdepartmental Communication, Adaptability, Mental Health First-Aider, Mentoring Skills
-

PROFESSIONAL EXPERIENCE

Cinematic Animator

Build a Rocket Boy – Minds Eye – Edinburgh | 05/2021 - Present

- Collaborated with animation directors, narrative designers, and rigging teams to deliver high quality cinematic sequences
- Integrated motion capture data and enhanced emotional beats via keyframe passes.
- Followed a concise animation pipeline (General Anim Pass, 1st Anim Pass, 2nd Anim Pass, Polish)
- Hand-Keyed Drones, Robots and Characters to a AAA standard
- Took ownership of over 25 Cinematic Cutscenes (35+ minutes)
- Communicated with technical animators for tool improvements and bugs
- Mentored/Onboarded two Animators into the company, supporting them with learning pipelines, tools and the quality standards at the company

Junior Animator [2018] and Animator [2020]

Dambuster Studios - Dead Island 2 – Nottingham | 06/2018– 05/2021

- Pre-Visualisation for in-game cutscenes
 - Zombie gameplay animation and 1P gameplay animations
 - Took ownership of the Zombie Spawn system, collaborating with other departments to integrate various zombie spawns effectively
 - Assisted the Animation Director in directing actors using a Vicon Mocap system
 - Followed a Cinematic pipeline from General Animation Pass to Final Polish
 - Communicated with Rigging and Tech Animation for tool improvements/support
-

EDUCATION

First Class BA (Hons) in Game Animation

Teesside University (2014 -2018)

- Focus: Character Animation, Cinematics, Storyboarding, Mocap Editing, Modelling, Game Design, History of Games, Facial Animation
-

RELEVANT WORK & SHOWREEL

-  **Examples of My Work:**
https://youtube.com/playlist?list=PLNvBZlHH1h77zhRs905_yrbUeoSysWOZC&si=6y73T6WzpvJuuPtz
 - Delivered a lecture as a Guest Speaker for Derby University
 - Volunteered to drive Industry Guest Speakers for Animex Festival
-

CREDITS & SHIPPED TITLES

 **Minds Eye** – Build a Rocket Boy – Cinematic Animator – 2021 - Present

 **Dead Island 2** – Dambuster Studios – Animator – 2018 - 2021

Award Nominations

 Best British Game Nomination – Dead Island 2 - BAFTA

References available on request.