

Robert Tighe

Senior Animator at Standing Stone Games

animator@robtighe.com

Summary

To create the motions, gestures, and expressions of characters, creatures and objects.

I'm looking to work in an environment where people are creating ideas and stories that they are passionate about and help bring those stories to life. Somewhere that I'm going to be pushed and challenged, where I can learn from other animators, and keep striving to become a great animator myself.

Experience

Senior Animator at Standing Stone Games

December 2016 - Present (4 months)

Dungeons and Dragons Online

Lord of the Rings Online

- Animating all creatures and characters for both franchises
- Creating rigs and animation for new creatures and avatars
- Updating and improving older animation
- Responsible for pipeline integration of new animation into the games

Senior Character Animator-MMO Team at Turbine

May 2016 - December 2016 (8 months)

Dungeons and Dragons Online

Lord of the Rings Online

- Animating all creatures and characters for both franchises
- Creating rigs and animation for new creatures and avatars
- Updating and improving older animation
- Responsible for pipeline integration of new animation into the games

Senior Animator-Mobile Team at Turbine

June 2015 - May 2016 (1 year)

- Animation and VFX using Maya and Unity software for new mobile projects.
- Created character animation with Maya and added them to custom machine states within Unity.
- Worked within Unity to create shaders using Shaderforge
- Developed particle effects within Unity including sparks, fire, water and smoke.
- Created 2d animation using sprites within Unity.

Senior Animator at Turbine

August 2008 - June 2015 (6 years 11 months)

- 'Infinite Crisis' Animation Team Lead
- Key frame creature and character animation using Autodesk Maya
- Daily collaboration with systems designers
- Active participant in team art discussions, critiques and reviews.
- Experience in creating animation state machines and blend trees
- A thorough understanding of animation pipelines from conceptual phase to implementation

Character Animator at Conduit Labs

February 2008 - August 2008 (7 months)

- Responsible for all character animation using low-poly human character rigs
- Working closely with game designers, engineers and tech
- Always meeting deadlines in a fast-paced environment

Motion Graphics and New Media Developer at LehmanMillet

October 1999 - February 2007 (7 years 5 months)

- Motion graphics and web development design and production
- Working closely with and taking direction from writers and art directors
- Always meeting deadlines in a fast paced environment
- Current and knowledgeable about existing and emerging technologies
- Educating team members on new techniques

Alumni at AnimationMentor.com

2005 - 2007 (2 years)

Advanced Studies in Character Animation

Sergeant at US ARMY Reserve

1997 - 2005 (8 years)

- Section Leader
- Recipient of the Army Commendation Medal
- Distinguished Honor Graduate, U.S. Quartermaster School, Fort Lee, Virginia
- Squad Leadership Award, Warrior Leader Course, Fort Dix, New Jersey

Courses

Senior Animator

Turbine

iAnimate Games Animation Workshop

Independent Coursework

Japanese Language and Culture, Level 1 and 2

Languages

English

(Native or bilingual proficiency)

Projects

Infinite Crisis

October 2012 to August 2015

Members:Robert Tighe

Lord of the Rings Online

August 2008 to Present

Members:Robert Tighe

Dungeons and Dragons Online

August 2008 to Present

Members:Robert Tighe

Game of Thrones-Conquest

June 2015 to May 2016

Members:Robert Tighe

Animation and Modeling simple characters for mobile devices.

Skills & Expertise

Character Animation

Animation

Maya

Computer Animation

Facial Animation

Video Games

Game Development

Computer Graphics

Creature Animation

Storyboarding

After Effects

Photoshop

Game Design

Compositing

Computer Games

Photography

Drawing
Adobe Creative Suite
Storytelling
3D animation
Character
Character Modelling
Particle Effects
Unity3D
Visual Effects
3D
Art
Adobe Photoshop

Education

AnimationMentor

Certified Diploma, Advanced Studies in Character Animation, 2006 - 2007

Activities and Societies: Peer Buddy Program

Animals and Creatures Master Class

Certificate of Completion, Creature Animation, 2011 - 2011

Art Institute of Boston

BFA, Graphic Design, 1994 - 1997

Massachusetts College of Art

Graphic Design, 1987 - 1991

Interests

Japanese Language

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Volunteer Experience

Peer Buddy at Animation Mentor

January 2015 - April 2015

Mentoring new animation students as they learn this endless discipline.

Certifications

Story and Character Development for Animation

Lynda.com License DA16C0 April 2016

Up and Running with MotionBuilder

Lynda.com License 764769 August 2016

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2 person has recommended Robert

"I've worked with Rob for years across several projects, and would gladly work with him again. He is an excellent animator, with great instincts for what will read well and have impact. He works quickly, and is an exceptional problem solver. He takes strong responsibility for the projects he works on, constantly reviewing work to insure it is as good as it can be, and finding good bang-for-buck ways to improve the animation of the game, and add character where it may be lacking. He is a good mentor for junior animators, as well, and is very collaborative in solving challenges that come up. He's an asset to any team."

— **Harry Teasley**, *Art Director, Turbine Inc.*, managed Robert at Turbine

"Since my first day at Turbine, Robert has been one of the best "go to" animators on the team. He is a talented animator that is passionate about his work, provides constructive feedback and direction, and is an absolute pleasure to work with."

— **Edward Hull**, worked directly with Robert at Turbine

[Contact Robert on LinkedIn](#)