JOHN BEHRNS

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ANIMATOR

Creative artist and effective leader with 25+ years of animation experience. Combination of advanced animation skills with strong organizational and leadership abilities. Track record of success when working to deliver results on time and on budget. Known for creative vision, commitment to quality, and ability to work well under pressure. Passionate about animation and video games.

PROFESSIONAL EXPERIENCE

Zenimax Online, Hunt Valley, MD (Remote)
Lead Animator   Jan. 2024 - Present
Principal Animator   Aug. 2023 – Dec. 2023

Manage NPC animation team creating motion capture and key frame animation content. Utilize Outsource partners to expedite and maximize team output. Work closely with animation Director and design leadership to define animation style. Coordinate and direct motion capture shoots. Collaborate with Technical Animators developing state machine tailored content.

Projects: Unannounced Project

Amazon Game Studios (AGS), Irvine, CA
Animation Supervisor   2022 – July 2023
Principle Animator   2018 - 2021
Lead Animator   2014 - 2017

Directed and managed a team of up to seven animators. Worked closely with art and creative directors to set visual style. Collaborated with technical artists and engine programmers to develop tools to improve animation pipelines and workflow.

Projects: New World

Double Helix Games, Irvine, CA
Lead Animator   2007 - 2014

Led animation teams of between three and nine animators utilizing both key frame animation and motion capture (MOCAP) to fulfill the range of stylistic needs required for each project. Worked closely with design leads to deliver gameplay vision and technical artists to produce solid character pipelines. Developed and maintained visual style for each game, scheduled workloads and tracked milestones to ensure timely completion. Double Helix was acquired by Amazon in 2013.

Projects: Strider (2014), Battleship (game based on the movie based on the game), Unannounced Capcom Zombie FPS (canceled), Front Mission: Evolved, Silent Hill: Homecoming

The Collective, Newport Beach, CA
Lead Animator   2005 - 2007
Senior Animator   2004 - 2005

Worked closely with creative leads to maintain a visual style through key frame animation. Promoted to Lead Animator for Da Vinci Code, on which managed and directed two animation teams, one an internal team providing

in-game content and a second team of contract animators developing cinematics. The Collective merged with Shiny Entertainment in 2004 to create Double Helix Games.

Projects: The Da Vinci Code (game), Marc Ecko's: Getting Up

Jaleco Entertainment, Boulder, CO
Lead Animator   2003 - 2004
Animator   2002 - 2003

Made the transition from traditional 2D animation to CG animation. Managed animation team of five animators responsible for delivering all character disciplines of modeling, rigging, and animation assets. Learned to manage team effectively, while also maintaining a heavy workload.

Projects: Goblin Commander, Goblin Commander 2 (canceled)

Celluloid Studios, Denver, CO
Traditional (2D) Animator   2000 - 2002

Accountable for animation, clean-up animation and character/background layout for small studio producing TV commercials.

Klasky Csupo, Hollywood, CA
Feature Storyboard/Character Layout Artist   1999 - 2000

Created storyboards and character layout/key animation for the feature-length animated film *The Rugrats in Paris*.

Doghouse Animation, New York, NY
Traditional (2D) Animator   1999 - 1999

Provided animation, clean-up animation, and storyboards on various projects for a startup commercial animation house.

Creative Capers, Georgetown, CO
Traditional (2D) Animator   1996 - 1999

Hired as an assistant animator and assumed increasing responsibility as skill levels improved.

EDUCATION

Gnomon School of Visual Effects, Hollywood, CA   2002
Maya Training Program

Creative Capers Entertainment, Glendale, CA   1996
Traditional Animation Training Program

Rocky Mountain College of Art and Design, Denver, CO 1994
Bachelor of Fine Arts in Illustration

AREAS OF EXPERTISE

Professional   *Software*

Character Key Fame Animation   Maya
Animation Direction/Team Leadership   Motion Builder
Animation Pipeline Development   Photoshop/Illustrator
MOCAP Direction/Clean-up   After Effects/Premiere
Character Rigging   Unreal
Storyboarding   Unity