

MARTIN KENNEDY

ANIMATOR

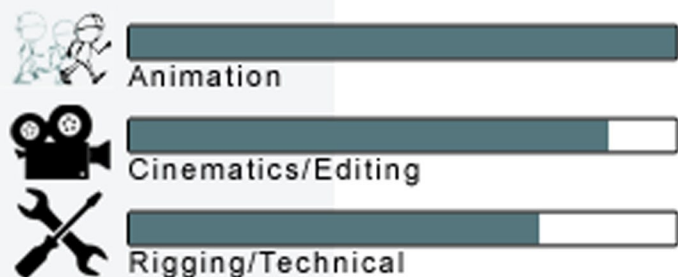
Contact

- 07980 572030
- martin@secondarymotion.co.uk
- vimeo.com/secondarymotion

Education

2003 - 2006: University of Portsmouth
BA (Hons) Computer Animation
First Class Honours

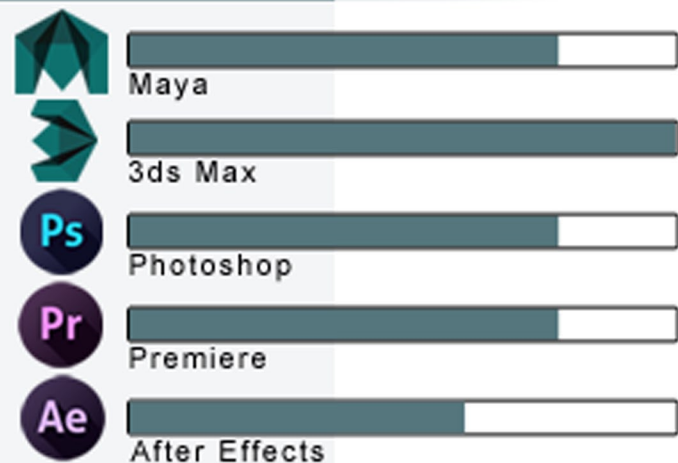
Skills



About

Experienced, highly motivated, passionate and efficient individual seeking fresh challenges in producing high quality computer animation

Software



Interests



HEXWORKS

A CI GAMES STUDIO

2021 - 2023

Lords of the Fallen 2 (scheduled for 2023)

- Player & Enemy animation assets
- Working with technical animators to expand and improve internal toolset – optimising work flows to enable quicker iteration and delivery of assets
- Working with technical animators to implement an Unreal Engine layer solution to maximise asset compatibility across all load-out combinations
- Preparing/reviewing/giving feedback for outsourced assets

REBELLION

2007 - 2021 (14 years)

Sniper Elite 5 (2022) - PC, PS4, PS5, Xbox One, Xbox X/S

- Assisting with on-boarding for new Sniper animation team.
- Initial implementation of expanded cover mechanics.
- Working with programmers to improve engine IK tools.

Zombie Army 4 – Dead War (2020) - PC, PS4, PS5, Xbox One, Xbox X/S

- Intro & Finale cinematics – created using a combination of Motion Capture and fully hand-keyed animation.
- Tasks included: early storyboards, blocking/layout, directing/acting for motion capture sessions, camera/character animation, editing, working with VFX/Audio teams to achieve final results.
- Implementing visuals and state-machine networks for new player features.

Sniper Elite 4 (2017) - PC, PS4, Xbox One

- Oversaw and managed implementation of all weapon types, liaising with other disciplines and allocating animation tasks to ensure all weapons were delivered on schedule.
- Responsible for the expanded traversal features:
 - Motion Capture selection, clean-up, additional key-frame modification and preparation for export.
 - Creating and managing state machine graph for Traversal
 - Liaising with Code and Design to establish traversal functionality, scope and implementation.
- Finale & Epilogue cutscenes.

Zombie Army Trilogy (2015) - PC, PS4, Xbox One

- Final Boss Encounter animations
- Chainsaw Elite enemy animations
- Multiple Narrative cutscenes

Sniper Elite 3 (2014) - PC, PS4, PS3, Xbox One, Xbox 360

- In-game and cutscene content.
- Initial weapon & vehicle rigging & proxy objects.
- Working with Lead Animator and Programmers in development and implementation of new State-Machine tech.

Sniper Elite 2 (2012) - PC, PS3, Xbox 360

- In-game and cutscene content.
- Working with initial implementation of animation layer tech.

Aliens vs Predator (2010) - PC, PS3, Xbox 360

- Responsible for 1st Person & 3rd Person Marine animation, combining motion capture and keyframe animation.
- Producing additional cinematic and in-game content for all characters.