IVAN LANCASTER

◇

C I N E M A T I C S

PROFESSIONAL SUMMARY

I've been in the Video Game industry for over 12 years, and have contributed to many shipped titles as an Animator, Cinematic Artist and Cinematic Designer. It's my ambition to work on amazing projects with amazing coworkers, and craft engaging, innovative and exciting gaming experiences.

CONTACT INFO

📞 206 696 3204

✉️ ivanlancaster@gmail.com

🌐 ivanlancaster.com

📍 Seattle, WA

SOFTWARE PROFICIENCIES

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Unity Engine / C#
Unreal Engine / Sequencer
Unreal Engine / Blueprints
Perforce / Git / JIRA
FaceFX

SKILLS

Cinematography
Sequencing Cinematics
Content Implementation
Cinematic Design
Narrative Design
Video Editing
Game Capture
Directing Actors on Set
Character Animation
Visual Scripting

WORK EXPERIENCE

CINEMATICS DIRECTOR *Illfonic | Tacoma, WA | Dec 2022 – Current*
Currently working on new cinematic content for *Ghostbusters: Spirits Unleashed DLC*.

LEAD CINEMATICS DESIGNER *Illfonic | Tacoma, WA | Sep 2021 – Dec 2022*
Designed and created sequences in *Ghostbusters: Spirits Unleashed* for Level Start, Level End, transitions, and Narrative Story using UE4.
- Worked with writers on script, and created approximately 20 minutes of narrative cinematics.
- Created storyboards and layout passes, basic posing of characters, and camera blocking for reference during motion capture.
- Directed motion capture sessions with actors and crew, onsite in Austin.
- Created and implemented in-game cinematic sequences with multiple actors, fx, props and cameras, from initial pass to final polish.
- Processed and authored in-game facial animations in FaceFX.
- Designed and maintained animation blueprints for NPCs, and triggered bespoke anims, props, and fx during conversation moments using blueprints.
- Regularly worked with Leads, engineers and artists in multiple departments to develop content for cinematics.
- Established template for in-game level intros and outros, and worked with outsourcers to create extra variants.
- Built and maintained a system of sublevels and sequencer bindings for streaming cinematic content.
- Captured gameplay and cinematics footage for marketing and trailers.
- Delegated cinematic tasks to team, and trained new cinematics employee.

SENIOR CINEMATICS DESIGNER *Illfonic | Tacoma, WA | Mar 2020 – Sep 2021*
Designed and created sequences in *Arcadegeddon* for Boss and NPC introductions, Level Start, and Narrative Sequences using UE4.
- Established a cinematic style to work cohesively across the game.
- Worked with writers and designers to develop story moments in-game.
- Developed cinematics from storyboards to animatics, and implementation to final, shipped cinematics in sequencer and blueprints.
- Built content for in-game conversations with NPCs, including cameras, dialog events, strings and level blueprints.
- Maintained a system of sublevels and sequencer bindings for streaming cinematic content.
- Prototyped a cinematic dialog presentation system, involving looping sequences and UI prompts in blueprints and UMG.
- Created basic animations and poses to hand off to animation team for content creation.
- Added camera parameters, FX, post-processing, procedural graphical backgrounds, and lighting passes to sequences to create a stylized and unified aesthetic.
- Captured gameplay and cinematics footage for marketing, trailers, and promotional videos.
- Set up cameras and positioning of models in customization screen & store screen.
- Delegated cinematic tasks to team.

Worked Onsite to finalize cinematics in *Predator: Hunting Grounds* prior to release.
- Polished cinematography and lighting for in-game cinematics in *Predator: Hunting Grounds.*
- Captured gameplay and cinematics footage for marketing and trailers.

IVAN LANCASTER

E D U C A T I O N

// USA

DIPLOMA OF ADVANCED ANIMATION
Animation Mentor, Online
2008 - 2010

// INTERNATIONAL

DIPLOMA OF SCREEN (ANIMATION)
SAE College, Perth, Australia
2005 – 2007

BACHELOR OF ARTS (MULTIMEDIA)
Curtin University of Technology, Bentley, Australia
2003 - 2005

V I S A

Australian Citizen

US Citizen

I N T E R E S T S

Game Dev

Travel

Movies

Snowboarding

Skateboarding

D E M O R E E L S

Available Online:

ivanlancaster.com

youtu.be/KXiHNQhGxOQ

linkedin.com/in/ivanlancaster/

Additional examples of work are available on request.

W O R K E X P E R I E N C E continued

CINEMATIC NARRATIVE SCRIPTER *Ghost Story Games | Boston, MA | Jun 2019 – Jan 2020*
Worked Remotely and Onsite to build procedural gameplay experiences in *Judas* using Blueprints.
- Designed and created in-game procedural gameplay moments, scripted rules and predicates.
- Created placeholder anims, fx, and sequences for various in-game narrative moments.

SENIOR ARTIST/ANIMATOR, REALIZATION *Monolith | Kirkland, WA | Jan 2017 – May 2019*
Designed, built and maintained systems to expand on the Nemesis System in *Middle Earth: Shadow Of War* and all DLC as part of the Realization team, using Monolith's proprietary engine and tools.
- Created animations, cameras and staging of in-game cutscenes, from storyboard to final.
- Designed, built and maintained systems for the sequence of events from when player loses against enemy through to respawn (*Pre-death Minigame, Savior, Humiliator, Death Taunt, Battle Reports, Resurrection*).
- Directed Mocap and animated bipeds for procedural Nemesis Moments (*Showdowns, Hype Man, Savior, Ambushes*).
- Developed in-game procedural cameras to film combat moves, sync-action kills, Identify system, transitions from game to menus.
- Worked on character animation, camera framing and transitions for UI menus.
- Collaborated with UI and Engineering on redesigning Army Screen and Battle Reports.
- Prototyped conversations and animation layering systems for unreleased future project.
- Contributed to redesign of Monolith's proprietary tools for next generation of in-game procedural cutscenes.

ARTIST/ANIMATOR, REALIZATION *Monolith | Kirkland, WA | Apr 2013 – Jan 2017*
Designed and implemented presentations in *Middle Earth: Shadow Of Mordor* and all DLC as part of the Realization team, using Monolith's proprietary engine and tools.
- Animated bipeds using Mocap data, and implemented animations into game engine.
- Created facial animation for Orc and Human characters.
- Created in-game, procedural presentations that adhered to a cinematic language, using animated and procedural cameras, animation keystrings, and game database records.
- Animated and Sequenced events to interface the player to the Nemesis System in the Army Screen, that illustrated the evolving hierarchy of enemies through Battle Reports.

ANIMATOR *Glu Mobile | Kirkland, WA | Apr 2012 – Nov 2012*
- Rigged and adjusted skin weights for various rigs including birds, quadrupeds and bipeds.
- Animated entire character sets for pre-production on unreleased first-person fantasy game in Maya, and Animated in-game assets for *Deerhunter* game series.

ASSOCIATE ANIMATOR *The Amazing Society | Issaquah, WA | Jan 2012 – Apri 2012*
- Animated complete character sets, movement, social emotes, combos, supers, item interaction, and special moves for DLC content for *Super Hero Squad Online*, in 3ds Max.
- Retargeted and adjusted existing animation clips onto new characters in conjunction with CAT rigs and proprietary tools, and added content to game build in Unity engine.
- Participated in and reviewed gameplay design for new characters and content.

ANIMATION INTERN/CONTRACTOR *ArenaNet | Bellevue, WA | Oct 2010 – Dec 2011*
- Animated combat, movement, emotes, and loops, on creatures, playable characters, NPCs, ambient life, and cinematics for *Guild Wars 2* using Maya.
- Cleaned up and polished motion capture footage for playable characters, NPCs, and in-game cutscenes for unreleased Prototype.

3D GENERALIST *Mapability | Perth, Australia | May 2006 – Dec 2009*
- Designed and created professional 3D presentations for mining, oil & gas, engineering and product design sectors. Worked individually and in teams on storyboarding, layout animatics, modeling, texturing, basic rigging, animating camera, animating dynamic FX and materials, lighting and rendering, compositing, authoring presentation, and publishing.
- Delegated tasks, trained new staff, met with client executives and managers throughout production pipeline.