



# ERIKA SOOSAAR

## 3D CHARACTER ANIMATOR

### WORK EXPERIENCE:

#### **Gunfire Games**

(January 2023 - present)

##### **Mid-Level Animator - Remnant 2**

- Created cycles and misc animations for various humanoid and non-humanoid characters, including general locomotion, interactions, and attacks.
- Cleaned and adapted mocap.
- Cleaned and adjusted cinematic animation.

#### **RoosterTeeth Productions LLC**

(March 2017 - October 2022)

##### **Senior Animator - RWBY X Justice League Crossover Movie, RWBY Volume 8 & 9**

- Rig testing humanoid and non-human characters.
- Created various walk cycles, run cycles, and general cycles for non-humanoid characters.
- Mentored new animators on the style of RWBY and provided notes on various shots.
- Quality checked shots that were final for clipping or continuity errors and continued to maintain the same responsibilities as an animator.

##### **Animator, Technical Animator - RWBY Volume 5 - 7, Death Battle**

- Hand keyed biped, quadruped, and unique characters in both realistic and anime style.
- Applied and refined motion capture data.
- Worked with directors, leads, and mocap producer to record motion capture data and performance.
- Rig tested, created pickers for characters, and worked with other departments on model testing.

##### **Animator - Gen:Lock Season 1**

- Hand keyed biped, quadruped, and unique characters in a realistic style to properly portray weight and believable movement.
- Worked in a 2's style, used various tools to support the style of the show.
- Created various walk cycles, run cycles, and general cycles for the non-human characters.

#### **Bluepoint Games**

(June 2016 - March 2017)

##### **Contract 3D Character Animator - Shadow of the Colossus**

- Cleaning both technical and cinematic animations for biped and quadruped characters in game.
- Creating new technical animations for biped and quadruped characters in game.
- Painting weights on older rigs to update them.

### SOFTWARE:

Autodesk Maya, 3ds Max, Unreal Engine, Adobe Photoshop, After Effects, Premiere Pro, Illustrator.

### EDUCATION:

**Animation Mentor, Emeryville, CA**

(September 2014 - March 2016)

**Savannah College of Art and Design, Savannah, GA**

(August 2010 - June 2014)

### REEL AND REFERENCE:

Click link for site and reel

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