

# COLLIN MCATEE

## CHARACTER ANIMATOR

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## WORK EXPERIENCE

**Blizzard Entertainment** - *In-Game Cinematics Animator* January 2021 - Present

Project:

**Diablo IV**

- Responsible for in-game cinematics.
- Personally direct motion capture shoots.
- Author character select and customization cycles.

**Vicarious Visions** - *Cinematic Animator* July 2019 - December 2020

Projects:

**Call of Duty Black Ops: Cold War**

- Responsible for in-game vignettes during campaign.

**Tony Hawk's Pro Skater 1 & 2 Remastered**

- Responsible for gameplay and UI animations.
- Personally recorded motion capture to be used in game.

**Rooster Teeth** - *3D Character Animator* September 2018 - April 2019

Projects:

**Vicious Circle**

- Gameplay animator.

**gen:LOCK Season 1**

- Series animator on episodes 7 & 8.

**RWBY Vol:6**

- Series animator on episodes 2 - 13.

**Vicarious Visions** - *Cinematic Animation Intern* June 2018 - August 2018

Responsibilities:

- Performed animation tests using studio rigs.

## SOFTWARE

Autodesk Maya

Unreal Engine

3DS Max

Toonboom Harmony

Perforce

Storyboard Pro

Premiere Pro

After Effects

## EDUCATION

**Savannah College of Art & Design** Fall 2014 - Spring 2017

*Bachelor of Fine Arts - Animation*

3.9 GPA - Magna Cum Laude

### Animation Focus

Courses of study included:

Animation Workshop (*with Jude Brownbill*)

Spring 2021

### Anim School

Courses of study included:

Facial Performance (*with Michael Jahnke*)

Winter 2020

Character Performance (*with Scott McWhinnie*)

Spring 2019

Body Dynamics (*with Yung Pham*)

Spring 2018

Animating Characters (*with Anthea Kerou*)

Summer 2016

## References

Available upon request.

## Reel and Portfolio

[www.collinmcatee.com](http://www.collinmcatee.com)