

Brandon Cestari

Animator

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“A South African animator currently travelling abroad looking to provide support to projects and teams in a remote or freelance work basis. I am driven, disciplined and enjoy spreading the unique flare of Africa through animation. I look forward to furthering my skills, challenging myself and sharing knowledge.”

I have an EU Passport

Work Experience

Brandon Cestari Animation

Freelance and remote 3D Animator: “projects under NDA”

03/2018 – current

(AAA)

- Provided support for teams and projects on a remote work basis. Was tasked with hand key animation for a number of various characters for an upcoming AAA RPG.

Sperasoft

3D Animator: “Mortal Kombat X”

11/2016 – 03/2018

(iOS and Android)

- Hand keyed and mocap animations for a number of characters in the widely popular Mortal Kombat X universe.

3D Animator: “WWE Immortals”

11/2016 – 03/2018

(iOS and Android)

- Hand keyed and mocap animation of a number of characters in the WWE Immortals universe.

3D Animator: “Injustice: Gods Among us”

11/2016 – 03/2018

(iOS and Android)

- Hand keyed and mocap animation of a number of characters from the popular DC universe in the Injustice fighting video game.

Cubic Motion

Facial Animator: "Horizon: Zero Dawn"

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and in game cut-scenes for the Sci-Fi robo-dinosaur hunting RPG. (Mocap cleanup and polishing)

Facial Animator: "Call of Duty: Modern Warfare Remastered"

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and cinematics for the Remastered version of the critically acclaimed first person shooter. (Mocap cleanup and polishing)

Facial Animator: "Star Citizen"

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and cinematics for the sprawling, epic, space adventure. (Mocap cleanup and polishing)

Facial Animator: "Call of Duty: Infinite Warfare"

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and cinematics for the latest Call of Duty video game. (Mocap cleanup and polishing)

Facial Animator: "Farpoint"

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and in game cut-scenes for the VR Sci-Fi shooter. (Mocap cleanup and polishing)

Facial Animator: “God of War”

04/2016 – 10/2016

(AAA on PS4)

- Facial animation of characters both in game and in game cut-scenes for the critically acclaimed God of War PS4 video game. (Mocap cleanup and polishing)

Facial Animator: “Project Confidential”

04/2016 – 10/2016

(AAA on PC, PS4, XBOX ONE)

- Facial animation of characters both in game and cinematics for a multitude of AAA video game projects. (Mocap cleanup and polishing)

TT Fusion

In-Game Animator: “Lego Star Wars: The Force Awakens”

03/2016 – 04/2016

(AAA on PC, PS4, XBOX ONE, XBOX 360, PS3, Wii U, Vita, Nintendo 3DS)

- Hand-keyed animations of a number of characters/creatures for the Lego video game tie in to the world wide phenomenon.

TT Games

In-Game Animator: “Lego Worlds”

08/2015 – 02/2016

(Currently an Early access title for PC on STEAM)

- Hand-keyed animations of a number of characters/creatures and items including: the Minotaur, clockwork robots, shark and rider, gorilla, rock guitar, etc.

Nitro Games

Lead Animator: “Raids of Glory”

05/2013 – 07/2015

(Shipped title for iOS)

- Hand-keyed all character animations
- Animated all buildings to give them the “lively” feel that the designers wanted
- Rigged and Skinned all characters and buildings

- Co-directed the character concepting and modeling phases
- Directed, managed and edited “Storybook” trailer
- Researched, developed and documented the tools and techniques used for animation systems in Raids of Glory. (Limited bone rig setup for characters)
- Created the UI animations (Unity NGUI) for the game including 3D reticule animations

Animator: “Ravens Cry”

05/2012 – 05/2013

(Before development was moved over to Reality pump and we were taken off the project)

(Unreleased version of the game for Xbox 360, PS3 and PC)

- Hand keyed and mocap animation
- Pre-visualization and co-design of 360 degree combat system
- Co-directed the motion capture shoot with actors and fight choreographer

Freelance: Animator and 3D Generalist

10/2010 – 05/2012

- Mitsubishi Fuso truck “re-launch” presentation
- Consol Glass pre-visualization of safety videos
- NRG Gestetner SA (part time IT assistant)

Education:

City Varsity, Newtown, Johannesburg

2008 - 2010

- **Advanced Diploma in Animation**

2010

Further developed skills in all aspects of animated film production and after effects post production/compositing. (Including directing, acting, motion, figure drawing, concepting, storyboarding, script and story writing, modeling, texturing, character rigging, lighting and rendering, Composite and after effects post production.)

- **Diploma in Animation**

2008 – 2009

Studied and practiced the fundamentals of animation, design, drawing, storyboarding, concepting, pipeline management, pitch delivery and asset creation all in 2D, stop motion and 3D formats.

Awards:

- Best Animator of the year third year Animation. (City Varsity) **2010**
- Best Animator of the year first year Animation. (City Varsity) **2008**
- Runner Up Best Animator of the year second year Animation (City Varsity) **2009**
- 4th Place Goju-Kai Karate World Championships. (Rotterdam, Holland) **2005**
- 5th Place Goju-Kai Karate World Championships. (Cape Town, South Africa) **2009**
- Honours Blazer for Academic and Sports achievement. (High School) **2006**
(Full colours for Public Speaking, Half colours for Eisteddfod, Prefect-ship and Merit. Badge awards for Basketball, Cross country, Soccer. South African colours for Karate).
- Human Sciences trophy and most promising actor awards. (High School) **2006**

Software Proficiencies:

- Maya (High)
- 3DS Max (High)
- Motion Builder (High)
- Unreal Engine 3 (Medium)
- Unity (Medium)
- After Effects (High)
- Composite (Medium)
- Photoshop (Medium)
- Perforce (Medium)
- Tortoise SVN (Medium)
- Jira (Medium)
- Confluence (Medium)