Jordan Jones

Character TD / Technical Animator

Phone: 228-229-0395
Email: blindobijuan@gmail.com
Web: www.jordanpauljones.com

Experience

Call of Duty: Modern Warfare - Infinity Ward (2017-2019)

- Developed facial rigging pipeline.
- Simulated cloth and ropes that involved character interaction.
- Developed tool to synchronize Maya animations w/ in-engine tools allowing animators to easily preview their current animations in-game.
- Maintained Maya animation plugins and tools.

Call of Duty: Infinite Warfare - Infinity Ward (2016-2017)

- Rigged a majority of the zombies and monsters in co-op game mode.
- Developed dynamic animation tool for applying dynamics to animation.
- Created strategy to increase rig performance and Maya playback speed studio wide.

GitHub Universe - GitHub (2015-2016)

- Rigged mascot character for a corporate animation project.

Skills

- Realistic real-time facial rigging.
- Character/prop/vehicle rigging.
- Scripting/plugin development in Maya (Python, MEL, C++, PyMel, PySide/PyQt).
- Cloth/rope simulation real-time and canned.

Education

BFA, Academy of Art University, School of Animation and Visual Effects, 2015