

gary macarevich

[animator]

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Skillset

- > Maya
- > MotionBuilder
- > After Effects
- > Photoshop
- > Illustrator
- > Unreal Engine
- > Life Drawing
- > Figurative Sculpture

Education

- > School of Visual Arts
- > B.F.A in Computer Art
- > New York, NY

About

With over 20 years of industry experience, I've honed my skills across a wide variety of projects, from gameplay animation, cinematics and feature film, to episodic television and commercials. My expertise encompasses both keyframe and motion capture pipelines.

Throughout my career, I've made significant contributions to AAA titles at Lost Boys Interactive, animated for beloved franchises at Maxis, Nickelodeon, and Visual Concepts, and was part of the crew on the first ICE AGE film at Blue Sky Studios. In addition - I've worked on a range of projects as a freelance animator.

Experience

VISUAL CONCEPTS ENTERTAINMENT, *Cutscene Animator*

Remote - 2024 - 2025

- > Created cinematic animation for cutscenes in **WWE 2K25**, utilizing keyframe animation for the camera, facial, ropes, fingers, and some props. Mocap cleanup and enhancement for body performance/props
- > Implementation of finished cutscenes into proprietary game engine

LOST BOYS INTERACTIVE, *Senior Animator II*

Remote - 2022 - 2024

- > Motion capture enhancement, editing, and cleanup of gameplay assets for two unreleased **AAA** titles (a First-Person Shooter for **Gearbox Software**, and an **LBI** original IP - Colony Simulator). Tasks focused on locomotion, combat, grappling, prop, and object animation
- > Pre-production work on **LBI's** first original IP, including auditing existing in game animations, and assessing additional project needs based upon a preliminary mocap session motion set
- > Gathering reference material to define the antagonist's character motion and providing animation support during the character rigging and skinning process for both body and face
- > Assisting in creating and maintaining a master mocap sheet for use by outsourcing vendors and in-house production, and conducting visual exploration in Unreal Engine's Sequencer for key in-game moments

MAXIS / ELECTRONIC ARTS, *Animator II*

Redwood City, CA - 2005 - 2022

- > Animated in game assets including characters, creatures, props, objects, and vehicles for various titles of **THE SIMS** franchise
- > Shepherded assigned game features through the animation department from initial ideation through design implementation (process included state machine creation, maya file setup, animation trees, estimates prototyping, collaboration with stake holders, feature maintenance, bug fixing, attend all relevant meetings)
- > Mentor - onboard and mentor new animators throughout their time at Maxis

VARIOUS STUDIOS, *Freelance Animator*

Redwood City CA, Los Angeles, CA, New York, NY, Remote - 2002 - 2005

ELECTRONIC ARTS

- > Animated in game assets for **JAMES BOND: ROGUE AGENT**, **JAMES BOND: EVERYTHING OR NOTHING**, **JAMES BOND: FROM RUSSIA WITH LOVE**

CURIOUS PICTURES

- > Animated shots for a **DUNKAROOS** commercial

ICE POND STUDIOS

- > Animated shots for **G.I. JOE: SPY TROOPS THE MOVIE**

NEW PENCIL, INC.

- > Animated in game assets for an unreleased video game title

TREEHOUSE ANIMATION LLC

- > Animated shots for an **EXXONMOBIL** commercial

NICKELODEON DIGITAL

- > Animated shots for Universal Studios Florida ride pre-show, **JIMMY NEUTRON'S NICKTOON BLAST**
- > Animated shots for the TV Land pilot episode of **THE ALAN BRADY SHOW**
- > Animated shots for the Nick Jr. pilot episode **THE BACKYARDIGANS**

BLUE SKY STUDIOS, *Animation Technical Assistant*

White Plains, NY - 2000 - 2001

- > Animated shots for **ICE AGE**
- > Lip-sync animation for **ICE AGE**
- > Character posing for the **ICE AGE** license & merchandising campaign