

gary macarevich | animator

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ABOUT:

Seasoned Animator with over 20 years of experience - helping to shape beloved franchises, contributing to AAA titles in gaming, cinematics, feature film, and television. A creative with knowledge in both keyframe and motion capture pipelines, bringing characters to life in iconic projects like THE SIMS, and WWE2K.

EXPERIENCE:

Cutscene Animator | Visual Concepts Entertainment

2024 - 2026

Novato, CA [remote]

Managed the creation of dynamic, cinematic cutscenes for the blockbuster WWE2K franchise, blending keyframe animation with polished mocap data to produce high-fidelity narrative sequences.

- Created cinematic cutscenes for WWE2K 25 & 26, integrating keyframe animation with polished mocap.
- Implemented, and tested finished cutscenes in proprietary game engine to assure quality.
- Ensured technical and artistic integrity by using proprietary software to make sure the motion worked not only on the intended wrestler, but also for differing sizes and genders (customizable by the player).
- Used proprietary software to properly time and align characters, cameras, props, and minor VFX throughout the entirety of the cutscene.
- Applied detailed keyframe animation for the camera, face, fingers, ropes, and props to enhance character performance.
- Cleaned and refined mocap data to produce realistic, fluid body motion.

Senior Animator II | Lost Boys Interactive

2022 - 2024

Madison, WI [remote]

Animation production for two unreleased AAA titles. Including mocap cleanup and enhancement for a Gearbox Entertainment FPS, and helping to define character motion/establish gameplay animation systems for an original IP colony simulator.

- Created polished gameplay assets by enhancing, editing, and cleaning raw mocap for core in-game actions like locomotion, combat, grappling, prop and object animation.
- Imported finished assets into Unreal Engine for hand off to the technical animator, ensured pose matching - and that the assets were functional for hookup in-game.
- Audited existing assets during pre-production to define future animation needs for LBI's first original IP.
- Defined a key antagonist's motion by curating reference and provided animation support during the character rigging and skinning process for both body and face.
- Developed and maintained a master mocap sheet, streamlining organization and workload tracking for internal and external teams.
- Used Unreal Engine's Sequencer to explore the cinematic tone for key in-game decision moments.

Animator II | Maxis / Electronic Arts

2005 - 2022

Redwood City, CA [onsite]

Served as a long-term, integral animator for the world-renowned SIMS franchise, contributing to over 30 titles - helping to shape the series' memorable character, and object animations.

- Animated diverse in-game assets, including characters, creatures, and props for THE SIMS franchise.
- Owned the full animation lifecycle for assigned game features in the animation department, from translating design department concepts into assets, prototyping, implementation, and bug fixing.
- Built complex animation systems for new features, including state machines in proprietary software and animation trees, animation estimates, feature maintenance - while maintaining continuous collaboration with all stake holders addressing issues or concerns through ship.
- Mentored and onboarded new animators, contributed to a collaborative and skilled studio culture.

Freelance Animator

2002 - 2005

Redwood City and Los Angeles, CA / New York, NY [onsite and remote]

Delivered versatile freelance animation services for a range of high-profile clients, including Electronic Arts, Nickelodeon, and Curious Pictures, contributing to video games, commercials, and television.

- Animated in-game assets for major titles including JAMES BOND: ROGUE AGENT, EVERYTHING OR NOTHING, AND FROM RUSSIA WITH LOVE, and an unreleased MMORPG.
- Animated shots for television pilots, including Nick Jr.'s THE BACKYARDIGANS and TV Land's THE ALAN BRADY SHOW.
- Animated national commercials for major brands such as DUNKAROOS and EXXONMOBIL.
- Provided character animation for G.I. JOE: SPY TROOPS: THE MOVIE and JIMMY NEUTRON'S NICKTOON BLAST ride film.

Animation Technical Assistant / Additional Animation | Blue Sky Studios

2000 - 2001

Harrison and White Plains, NY [onsite]

Played an important role on a small but agile lip-sync team within the animation department for the original blockbuster animated feature film ICE AGE. Contributed lip-sync animation for the entire cast of characters in the film, plus character animation.

- Animated shots and performed detailed lip-sync animation for the feature film ICE AGE.
- Created appealing character poses for the extensive ICE AGE licensing and merchandising campaign.

EDUCATION:

B.F.A in Computer Art

School of Visual Arts – New York, NY

SKILLSET:

Animation & 3D Software: Maya, MotionBuilder, Unreal Engine

Core Competencies: Keyframe Animation, Motion Capture Cleanup & Enhancement, Cinematic Cutscenes, Gameplay Animation, Character Posing, Lip-Sync

Creative & Design Tools: After Effects, Photoshop, Illustrator

Artistic Foundation: Life Drawing, Figurative Sculpture