

XAVIER COTON

Phone: (714) 588-8530

www.animatorxc.com

Message: (949) 215-9883

xavier@animatorxc.com

EXPERIENCE

2017

UNANNOUNCED TV SERIES (Gradient Effects)

*Senior Character and Creature Animator

*Character matchmove for effects

UNANNOUNCED FEATURE FILM (The Third Floor)

*Previs Artist, Animator and Shot Creator

2016

INJUSTICE 2, In-game cinematics - client NetherRealm Studios (employer Frame Machine)

*Character Animator

*Mocap cleanup

STAR WARS: The Old Republic – Knights of the Eternal Throne – "Betrayed" Trailer – clients Bioware and Lucas Art (employer Blur Studio)

*Senior Character Animator

*Mocap cleanup

*Facial animation

LEAGUE of GODS – Feature film -Some fight scene sequence (uncredited) (employer Blur Studio)

*CharacterAnimator

*Mocap cleanup,

*Facial animation

DESTINY 2 - NEW PLANETS - client Bungie (employer Blur Studio)

*Senior Character Animator

*Mocap cleanup

*Facial animation

2015-16

UNCHARTED 4, In-game cinematics - client Naughty Dog (employer SCEA)

*Character Animator

*Mocap cleanup

*Facial animation

2013-14

THE ORDER: 1886, In-game cinematics and game trailer- client Ready at Dawn (employer SCEA)

*Mocap cleanup

*Character Animator, Horse Animator

*Facial animation adjustment

FAST & FURIOUS 6, Pre rendered cutscenes- client Activision (employer Hydrogen Whiskey)

*Character Animator

*Facial animator

*Mocap cleanup

2012

SONIC BOOM for Sega, Pre rendered cutscenes. (employer Pencil Test Studios)

*Character Animator

ICE AGE 4: Continental Drift, Pre rendered cutscenes- client Activision (employer Hydrogen Whiskey)

*Character Animator

STAR WARS KINECT, Pre rendered cutscenes- clients Lucas Art and Microsoft (employer Hydrogen Whiskey)

*Character Animator

*Facial animator

*Mocap cleanup

2011

BARBIE JEAN, animated short film mixing live action and traditional animation – client Mariposa Pictures
*Traditional Animator

LEGO Harry Potter, online game – client Ignition Creative (employer ShadedBox Animation)
*Character Animator

5 Gum Web campaign – client 42 Entertainment (employer ShadedBox Animation)
*uv map & texture artist
*3d props and environment modeler

Cartoon Network Punchtime Explosion, In-game Animation and game cinematics – clients Crave and Cartoon Network Interactive (employer Papaya Studio)
*Character Animator

2010

Ben 10: Cosmic Destruction, In-game Animations and game cinematics – clients D3 Publisher and Cartoon Network Interactive (employer Papaya Studio)
*Character Animator

Cars Toons, Mater Tall Tales, In-game Animation and game cinematics – clients Disney Interactive/Pixar (employer Papaya Studio)
*Character Animator

2009

Ben 10: Vilgax attacks, In-game Animations and game cinematics – clients D3 Publisher and Cartoon Network Interactive (employer Papaya Studio)
*Character Animator

Toy Story Mania, In-game animation – clients Disney Interactive/Pixar (employer Papaya Studio)
* Character Animator

2008

SABOTEUR, In-game Animations – client Pandemic (employer Technicolor Interactive)
*Character Animator

DARKSIDERS, Game Cinematics – client THQ (employer Technicolor Interactive)
* Character Animator

BLITZ: THE LEAGUE 2, Pre-rendered Cinematics – client Midway (employer Technicolor Interactive)
* Character Animator
*Mocap Clean up

GOOFY'S GARDEN, Game – clients Disney On-Line & Tuesday Ent. (employer ShadedBox Animation)
*Character Animator

SED DE SABER, Informative Video Presentation – client Retention Education (employer ShadedBox Animation)
* Character Animator

2007

DEMONS OF MERCY, Game trailer – client Maxum Games & Marvel Comics (employer ShadedBox Animation)
* Character Animator
* Mocap Clean up

BOOMTOWN, Internal Project Trailer (employer ShadedBox Animation)
* Character Animator

GRIDLOCK, Commercial – clients Air transport Association & Smart Skies (employer ShadedBox Animation)
* Character Animator

2006

SOCOM: FIRE TEAM BRAVO 2, Pre-rendered Cinematics – client SCEA (employer ShadedBox Animation)
* Character Animator
* Mocap Clean up

RAMPAGE: TOTAL DESTRUCTION, Pre-rendered Cinematics – client Midway (employer ShadedBox Animation)
*Character Animator

SKILLS

Programs	Maya, Photoshop, Premiere, Adobe Audition, CTP Pro, 3d Studio Max, Character Studio Motion Builder, Softimage XSI, Take 2 (Amiga), Pro Tools on Macintosh. Can also perform various Maya generalist tasks such as modeling, UV map, texturing, and basic rigging supports.
Fine Art	Drawing, Life Drawing, Illustration, Painting
Production	Traditional Animation, 3d Animation, Character Design and Storyboard
Languages	French & English
Work Auth.	United States and European Union

EDUCATION

ANIMATION MENTOR * Advanced Studies in Character Animation
SANTA MONICA COLLEGE, Academy of Entertainment & Technology * 3D Character Animation, Maya
SANTA ANA COLLEGE, Santa Ana, CA * 3D Animation and Character Animation, 3D Studio Max & Character Studio
UNIVERSITY OF CALIFORNIA IRVINE EXTENSION, Irvine, CA * 3D Animation and Character Animation, 3D Studio Max & Character Studio
ECOLE EMILE COHL, (Art School) Lyon, France * Traditional Animation and Computer Graphics