

XAVIER COTON

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EXPERIENCE

2025

LAGUNA COLLEGE of ART and DESIGN (LCAD)

*Adjunct Instructor

AGBO – UNDISCLOSED PROJECT

*Senior Character Animator

*Mocap cleanup

*Facial animation

2024

KHAZAN: the First Berserker – Official cinematic date trailer – Client Nexon (employer AGBO)

*Senior Character Animator

*Mocap cleanup

*Facial animation

LOVE DEATH & ROBOTS Vol 3 – THE OTHER LARGE THINGS (ep 05) – Animation Anthology for Netflix (employer AGBO)

*Senior Character Animator

*Mocap cleanup

*Facial animation

2023

Scholar – UNDISCLOSED PROJECT

*Senior Character Animator

VisualCreatures – INTERNAL, R&D PROJECT

*Senior Character Animator

*Mocap cleanup

*Facial animation

WARHAMMER 40,000: They Shall Know No Fear – AMAZON PRIME ANIMATED ANTHOLOGY “SECRET LEVEL”(employer Blur Studio)

*Senior Character Animator

*Mocap cleanup

*Facial animation

TRANSFORMERS: Rise of the Beasts – Client Paramount Pictures (employer Weta FX)

*Senior Animator

*CreatureAnimator

2022

WAR IS OVER! – Clients Electrolab. (employer Weta FX)

*Senior Animator

*CreatureAnimator

THE FLASH – Clients WB and DC ent. (employer Weta FX)

*Senior Animator

*CreatureAnimator

COCAINE BEAR – Client Universal Pictures (employer Weta FX)

*Senior Animator

*CreatureAnimator

MOON KNIGHT – Clients Marvel Studios and Disney+ (employer Weta FX)

*Senior Animator

*CreatureAnimator

2021

PEACEMAKER (uncredited) – Clients WB, DC ent. & HBO (employer Weta Digital)

*Senior Animator

*CreatureAnimator

DESTINY 2: THE WITCH QUEEN – Reveal Trailer – client Bungie (employer The Mill)

*Senior Animator

BAD TRAVELLING - NETFLIX ANIMATED ANTHOLOGY “LOVE DEATH AND ROBOTS vol 3” (employer Blur)

*Senior Character Animator

*Mocap cleanup

*Facial animation

2020

The Mill – UNDISCLOSED PROJECT

*Senior Animator

NIGHT AT THE DISTRIBUTION CENTER tv spot for Dick's Sporting Goods (employer MPC LA)

*Senior Previs Artist, Animator and shot creator

LIFE HUTCH - NETFLIX ANIMATED ANTHOLOGY “LOVE DEATH AND ROBOTS vol 2” (employer Blur Studio)

*Senior Character and Creature Animator

*Mocap cleanup

*Facial animation

MPC – UNDISCLOSED PROJECT

*Senior Previs Artist

*Senior Creature Animator

Apex Legends Season 4 - Assimilation launch trailer - client Respawn Entertainment (employer The Mill)

*Senior Character Animator

*Mocap cleanup

2019

Tom Clancy's THE DIVISION 2 | Warlords of New York – Massive ent. And Ubisoft (employer Blur Studio)

*Senior CharacterAnimator

*Mocap cleanup

*Facial animation

WARRIORS | Season 2020 Cinematic - League of Legends – client Riot Games (employer Blur Studio)

*Senior CharacterAnimator

*Mocap cleanup

*Facial animation

PUBG - Stand United: PGC 2019 Trailer – client PUBG (employer Blur Studio)

*Senior CharacterAnimator

*Mocap cleanup

*Facial animation

CALL of DUTY: Modern Warfare – Cinematic scenes – client Activision and Infinity Ward (employer Blur Studio)

*Senior CharacterAnimator

*Mocap cleanup

*Facial animation

GOLDFISH season 10 – client Pepperidge Farm (employer Blur studio)

*Senior CharacterAnimator

*Facial animation

THE ELDER SCROLLS ONLINE: ELSWEYR AND BEYOND – client Bethesda Softworks (employer Blur Studio)

*Senior Character and Creature Animator

*Mocap cleanup

*Facial animation

AR ANIMATED CONTENTS FOR GOOGLE PLAYGROUND – clients Google and Marvel (employer Framestore LA)

*CG Animator

2018

MORTAL KOMBAT 11, In-game cinematics and fatalities - client NetherRealm Studios (employer Frame Machine)

*Character Animator

*Mocap cleanup

SPIDER-MAN PS4 commercial – BE GREATER – client Sony Playstation, Insomniac, Marvel Games (employer Blur Studio)

- *Lead Animator
- *Mocap cleanup & keyframe animator
- *Facial animation

GOLDFISH season 9 – Spinny Spinny Spin Spin – client Pepperidge Farm (employer Blur Studio)

- *Senior Character Animator
- *Facial animation

SONNIE'S EDGE - NETFLIX ANIMATED ANTHOLOGY "LOVE DEATH AND ROBOTS" (employer Blur Studio)

- *Senior Character and Creature Animator
- *Mocap cleanup
- *Facial animation

SHAPESHIFTERS - NETFLIX ANIMATED ANTHOLOGY "LOVE DEATH AND ROBOTS" (employer Blur Studio)

- *Senior Character and Creature Animator
- *Mocap cleanup

2017

SUPER LUCKY'S TALES COMMERCIAL – client Microsoft and Playful Corp (employer Ayzenberg)

- *Senior Character Animator

DESTINY 2 –NEW LEGENDS WILL RISE - client Bungie and Activision (employer Framestore LA)

- *CG and Creature Animator
- *Mocap cleanup

RENAULT KWID – HEROIS starring Hulk - client Renault and Marvel Studios (employer Framestore LA)

- *CG Animator

MIDNIGHT, TEXAS – client NBC (employer Gradient Effects)

- *Senior Character and Creature Animator
- *Character matchmove for effects

GODZILLA: KING OF THE MONSTERS – client Legendary Picture and Warner Bros. (employer The Third Floor)

- *Previs Artist, Creature 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)

- *Character Animator
- *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

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

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 – Animal and Creature Masterclass

* 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