

# Greg Bekken

3D Animator

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## Experience

### Method Studios

#### Animation Director

Remote

July 2024 - November 2024

Lead a team of 12 animators on cinematics for the Playstation game, Concord, doing body and facial vo performance on exaggerated realistic characters for the game.  
Gave direction and feedback in a fast paced environment on multiple cinematics at a time while working with individual animators to produce high quality sequences on time.  
Helped onboard maya animators to learn and animate in Unreal Engine 5 including creating training documentation and videos.  
Planned and organized animation work with the production team to make sure we could achieve the highest quality bar while delivering everything on time.

#### Lead Animator

January 2023 - July 2024

Lead a team of 4 animators doing scripted event and gameplay animation on Call of Duty: Modern Warfare III. Implementation and testing of animation in IW engine.  
Helped lead a transition of the animation pipeline from primarily a Maya/Motion Builder workflow to primarily working in Unreal Engine 5.  
Animation for multiple games including Call of Duty: Vanguard, Back 4 Blood: Children of the Worm, Back 4 Blood: River of Blood, Far Cry 6: Lost Between Worlds, Call of Duty: Modern Warfare III, and more  
Mocap and Keyframe body and facial character animation, and creature animation.  
Unreal Engine 5 animation, using sequencer, metahuman, etc.

#### Senior Animator

March 2021 - January 2023

### ArenaNet

#### Senior Cinematics Animator

Bellevue, WA

April 2019 - March 2021

Create and direct pre-rendered and in-game cinematics.  
Keyframe and mocap animation for characters, creatures, and cameras for cinematics and marketing trailers.  
Previz and layout while collaborating with multiple art and design teams for cinematics and trailers.  
Prototype cinematic workflows and rigs while collaborating with technical art team on custom tools and pipeline.  
Two AAA titles shipped: Guild Wars 2 Heart of Thorns, and Guild Wars 2 Path of Fire.

#### Cinematics Animator

December 2014 - May 2019

### Lustre Communications

#### Animator/Generalist

Seattle, WA

July 2014 - November 2014

Character and camera animation for multiple clients including Microsoft and Amazon.

### ArenaNet

#### Contract Cinematics Animator

Bellevue, WA

February 2014 - July 2014

Character, creature, and camera animation

### Freelance CG Artist

#### Animator/Generalist

Los Angeles, CA and Seattle, WA

May 2013 - February 2014

Animation, Rigging, Previz, Modeling, Texturing, and Lighting for commercials.

### Superfad

#### Animator/Generalist

Seattle, WA

July 2011-April 2013

Character animation for multiple clients including: Cartoon Network, Nike, Nintendo, Microsoft, etc.

## Education

### Bachelor of Fine Arts

June 2011

### Savannah College of Art and Design

Savannah, GA

Graduated with honors: Summa Cum Laude

## Portfolio

[www.gregbekken.com](http://www.gregbekken.com)