BELDEN PHAM
ANIMATOR

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PROFILE

- Energetic gameplay animator with keyframe and mocap experience, currently employed in the AAA games industry.

SOFTWARE

- Maya - Motionbuilder - 3DS Max - Unreal Engine - Unity - Anvil

EXPERIENCE

Gameplay Animator (Apr 2025 - Current)
Blizzard Entertainment (Contract)

Unannounced Game - Unreal Engine 5
- Created animation content for various player pod needs (traversal, combat, interactions) using both keyframe and motion capture.
- Worked with design and engineering to develop additional systems within the animation blueprints
- Developed motion matching systems for the player in tandem with engineering
- Frequently collaborated with design to help bridge design intention with artistic output for animation

Gameplay Animator (Sep 2023 - Jan 2025)
Phoenix Labs

Fae Farm - Unreal Engine 4 (Sep 2023 - May 2024)
- Brought player and critter animations from prototype to polish for Coasts of Croakia DLC
- Worked closely in tandem with design, engineering and tech teams to solve various hurdles across critter behavior and animation direction.
- Built and iterated on animation blueprints for DLC2 player navigation.
- Created personality focused animations for DLC2 NPCs and Sprite, working alongside VFX and Narrative.

Dauntless - Unreal Engine 5 (May 2024 - Jan 2025)
- Created high quality animations for behemoths, emotes and weapon abilities.
- Helped solve technical hurdles with weapons and behemoth encounters.
- Assisted with weapon rigging tasks

Gameplay Animator (Nov 2021 - Sep 2023)
Ubisoft Montreal

Skull & Bones - Anvil (Nov 2021 - Aug 2022)
- Authored several dialogue scenes within the Anvil engine to create a cinematic performance for kingpin dialogue scenes.
- Cleaned, polished and improved motion capture data for unique dialogue sequences.

Studio ALICE (Sep 2022 - Oct 2022)
- Assisted Studio ALICE with various facial mocap tracking duties on Star Wars Outlaws and Assassin's Creed Shadows

Assassin's Creed Invictus - Anvil (Oct 2022 - Sep 2023)
- Prototyped and iterated gameplay animations for player combat, traversal, hit reacts, executions and additional R&D features.
- Worked closely with the design team to ideate new gameplay functionality (abilities, attack types).
- Gathered and applied feedback from bi-weekly gameplay tests.
- Assisted with candidate interviews for senior and lead animation positions.

EDUCATION

GSW2 (Oct 2022 - Dec 2022)
iAnimate

Animation (2016 - 2019)
Algonquin College

Pre-Animation and Illustration (2015 - 2016)
Algonquin College