

BELDEN PHAM

ANIMATOR

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PROFILE

- Energetic gameplay animator with keyframe and mocap experience, currently employed in the AAA games industry. Versatile skill set in conjunction with previous employment as a 3D modeler.

SOFTWARE

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

EXPERIENCE

Gameplay Animator (Sep 2023 - Current)

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 - Current)

- 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 Codename RED

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