

# JUSTIN FRANCIS

CELL: 1 (424) 581-8725 | EMAIL: [JUSTIN@JUSTINinMOTION.com](mailto:JUSTIN@JUSTINinMOTION.com)

REEL: [JUSTINinMOTION.com](http://JUSTINinMOTION.com)

## Summary of Qualifications

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Proven leader and problem solver who takes on challenging issues using motion capture and character animation knowledge, team building experience, and interpersonal skills.

## Employment

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Digital Domain, *Animator* 1/2022 to present Los Angeles, CA

Maya and MotionBuilder animator for various animation projects. Work in a collaborative environment on highly-detailed animation project assignments, interacting with the entire team to complete shot lists and resolve technical issues.

- Explore, conceive, develop, and implement solutions and ideas to support the creative pipeline and discover new and cost-effective ways to produce shots on time and within budget
- Transfer knowledge to others via online consultations to support overall business operations

House of Moves, *Senior Animator* 2/2016 to 1/2022 Culver City, CA

As team lead, directed all phases of multiple MotionBuilder and Maya animation projects from training and workflow processes to prop and character animation and work product approval.

- Initiation: collaborated on project workflow assessment, trained junior and peer staff members on animation tools and controls, creating process documentation for import and export techniques
- Planning: developed scene planning strategy with staff and vendor management, schedule creation
- Execution: maintain shot delivery schedules (Shotgun), assisted technical mocap stage preparation and operation, assisted senior staff to complete shots as needed
- Closure: training and process documentation approval, shot quality sign off

Accepted additional responsibilities to learn technical motion capture stage skills, e.g., body data tracking, real-time camera set up and operation, marker suit set up, and various other tasks to ensure technical execution of the project deliverables were met on time and within budget.

- Maintained detail-oriented animation workflow management and quality control processes
- Improved process documentation for real-time camera set up and operation to reduce risk of program crashing and stage downtime

## Education

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Full Sail University - 2013

Bachelor of Science degree in Computer Animation

## Projects

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Gameplay: Mortal Kombat 11 (plus Aftermath, and DLC), Friday the 13th, Injustice 2

Cinematics: She-Hulk, Just Cause 4, Barbie Vlogs Season 1, Ant-Man and The Wasp, *Capcom game (2023)*

Mocap Stage: Star Wars Battlefront II, Barbie Vlogs Season 1, *Unreleased film (2022)*, various commercial, pitch, and passion projects

Depth Artist: Avengers: Age of Ultron, San Andreas, Jurassic World, Ant-Man