

# Alex Blasius, Lead/Supervising Animator

EMAIL: [alexblasius.animation@gmail.com](mailto:alexblasius.animation@gmail.com)

PHONE: 780-266-2494

LinkedIn: [www.linkedin.com/in/alexanderblasius](http://www.linkedin.com/in/alexanderblasius)

A driven, positive animation professional passionate about their craft. A strong history of leading teams, exceptional technical ability and problem solving with excellent communication and interpersonal skills. A strong addition to team and company culture, ready to tackle any challenges.

## WORK EXPERIENCE

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### Unannounced PVPVE Project

*January 2020 - Present*

#### Animation Lead/Supervisor at New World Interactive

- Oversaw **ALL** Animation tasks related to **scope, scheduling, quality benchmarks, implementation, and troubleshooting/debugging**
  - Regular **delegation of tasks to a team of in-house animators** tailored to their strengths and gave regular feedback to ensure animation matched quality, style, and player experience for the game.
  - **Oversaw and delegated all assigned animation to outsource companies**, provided timely reviews for their work to ensure they were meeting quality expectations.
  - **Wrote and maintained ALL documentation related to animation pipeline** specifics for the animation, art, and technical art teams.
  - Had **weekly one-on-one meetings** with individual animators on my team to **check-in on their well-being** and **mentor** where needed.
- Handled all **major technical animation** hurdles including but not limited to:
  - Motion Warping, Stride Warping, and animation for specific animation systems
  - **Curves, tags, and notify** setup inside the animation sequences
  - Converting animation sequences into **montages** and ensuring the action performed is in the proper slot.
  - Using **Animation Insights** and the **Rewind Debugging** tool to see where and when animations are being called for and if they are the appropriate reference call.
  - Researching animation **blueprints** to be as in control of the animation referencing as possible to ensure the highest quality animation outcome.
- Initiated research into Sequencer and **In-Game Cinematic Pipelines**
- **Directed** and oversaw the completion of several **Motion Capture shoots** in person with an acting team
- Self-directed the generation and completion of **over 500 tasks**, while delegating well over another 500 to internal teams.
- Regularly met with Department **Directors** to ensure game vision and advocate on behalf of animation.
- **Cultural Ambassador** for the studio.

### Insurgency: Sandstorm

*January 2020 - February 2021*

#### Senior Animator at New World Interactive

- Responsible for the **cleaning of motion capture data** in Maya while maintaining performance integrity.
- Improved and **optimized many existing animations** to set a higher standard of quality.
- Created prototype **cinematics** for an unused campaign.

- Used XSENS suit to **record, perform, and act out motion capture sequences** under the Creative Director.
- Worked with **Marketing** to create advertising material for upcoming content releases.
- **Prototyped** new animations and mechanics to be used for future releases.
- Worked with a **publishing** studio to create a game trailer using **in-game animation**.

## Animation Instructor

*May 2023 - Present*

### **Animation Instructor at Bow Valley College**

- **Teach, Train, and Mentor** Animation and Game Design Students on best practices and current relevant animation industry trends.
- Provide **one-on-one mentorship** and feedback for their animation projects.
- **Create a curriculum** and lesson plans to ensure positive outcomes and metrics from the program.
- Offer lab hours where they can have **extra training** and reviews to their work.

## Wildbrain (formerly dHX Media)

*August 2014 - September 2019*

### **Cinematic/Feature Animator/Team Lead**

- Responsible for the completion of **40+** animated shots **per cycle**.
- Was **promoted to Team Lead** for contributions made to **animation pipeline development**.
- **Facilitated cross-collaboration** with numerous departments to ensure high quality outcomes for animation.
- Actively worked on the following titles in **key animation** roles:
  - **LEGO: Ninjago**
  - **The Deep**
  - **Polly Pocket**
  - **Carmen San Diego**
  - **Supern00bs**
  - **Cloudy With A Chance Of Meatballs**
  - **Transformers: The Rescue Bots**

## TECHNICAL SKILLS

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Unreal Engine 4 and 5	Maya	JIRA	AnimBot
Unreal Insights	Adobe Suite	Confluence	Shotgrid (Shotgun)
Animation Insights	Perforce	MIRO	SyncSketch
Rewind Debugger	Microsoft Suite	DigiCel	FBX Review
Cascadeur	Slack	Lucid	UGS

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## EDUCATION

Vancouver Film School - **Diploma - 3D Digital Character Animation**

Vancouver Film School - **Diploma - Traditional/Classical Animation**

King's University - **Bachelor of Arts - Double Major: Physical Education/History**

Portage College - **Certificate - EMT-A PCP - Emergency Medical Technician/Paramedic**