

Contact

rob_tighe@comcast.net

www.linkedin.com/in/robtighe
(LinkedIn)
robtighe.com (Personal)
standingstonegames.com
(Company)

Top Skills

Character Animation
Animation
Maya

Languages

English (Native or Bilingual)

Certifications

Animation Foundations: Drawing
Cartoon Characters
Learning 2D Animation Principles
Flash: Hand-Drawn Animation
Adobe Animate CC First Look
Migrating from Flash to Toon Boom
Harmony

Robert Tighe

Senior Animator II at Standing Stone Games
Greater Boston

Summary

You know how video games need motions, gestures, and expressions of characters, creatures and objects?
I solve that!

Right now I work primarily in Autodesk Maya.

I'm looking to work in an environment where people are creating ideas and stories that they are passionate about and help bring those stories to life. Somewhere that I'm going to be pushed and challenged, where I can learn from other animators, and keep striving to become a great animator myself.

Experience

Standing Stone Games

Senior Animator II

December 2016 - Present (5 years 1 month)

Needham, MA

Dungeons and Dragons Online

Lord of the Rings Online

- Keyframe Animating all creatures and characters for both franchises
- Creating rigs and animation for new creatures and avatars
- Updating and improving older animation
- Responsible for pipeline integration of new animation into the games
- Behavior Scripting and State Blending
- Motion Capture Editing and Retargeting

Storm Flag

Freelance Character Animator

November 2020 - March 2021 (5 months)

Boston, Massachusetts, United States

Rigged and animated all characters in the Unity game demo, "Boss Room"

Demiurge Studios

Freelance Character Animator

August 2018 - August 2018 (1 month)

Cambridge, MA

Sega Heroes Game

Rigged and animated Lassic Character using Spine 2d software

Turbine

8 years 5 months

Senior Character Animator-MMO Team

May 2016 - December 2016 (8 months)

Needham, MA

Dungeons and Dragons Online

Lord of the Rings Online

- Animating all creatures and characters for both franchises
- Creating rigs and animation for new creatures and avatars
- Updating and improving older animation
- Responsible for pipeline integration of new animation into the games

Senior Animator-Mobile Team

June 2015 - May 2016 (1 year)

Needham, Massachusetts

- Animation and VFX using Maya and Unity software for new mobile projects.
- Created character animation with Maya and added them to custom machine states within Unity.
- Worked within Unity to create shaders using Shaderforge
- Developed particle effects within Unity including sparks, fire, water and smoke.
- Created 2d animation using sprites within Unity.

Senior Animator

August 2008 - June 2015 (6 years 11 months)

- 'Infinite Crisis' Animation Team Lead
- Key frame creature and character animation using Autodesk Maya
- Daily collaboration with systems designers
- Active participant in team art discussions, critiques and reviews.
- Experience in creating animation state machines and blend trees
- A thorough understanding of animation pipelines from conceptual phase to implementation

Conduit Labs

Character Animator

February 2008 - August 2008 (7 months)

Cambridge, Massachusetts

- Responsible for all character animation using low-poly human character rigs
- Working closely with game designers, engineers and tech
- Always meeting deadlines in a fast-paced environment

LehmanMillet

New Media Animator

October 1999 - February 2008 (8 years 5 months)

LehmanMillet, Boston, Massachusetts

- Animation and web development design and production
- Working closely with and taking direction from writers and art directors
- Always meeting deadlines in a fast paced environment
- Current and knowledgeable about existing and emerging technologies
- Educating team members on new techniques

United States Army Reserve

Sergeant

1997 - 2005 (8 years)

399th and 309th Combat Support Hospital

- Recipient of the Army Commendation Medal
- Distinguished Honor Graduate, U.S. Quartermaster School, Fort Lee, Virginia
- Squad Leadership Award, Warrior Leader Course, Fort Dix, New Jersey
- Section Leader

Education

Animation Mentor

Certified Diploma, Advanced Studies in Character Animation · (2006 - 2007)

Animation Mentor

Certificate of Completion, Animals and Creatures Master Class, Creature Animation · (2011 - 2011)

Art Institute of Boston

BFA, Graphic Design · (1994 - 1997)

Massachusetts College of Art

Graphic Design · (1987 - 1991)