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Show Reel

<https://vimeo.com/video/1000926807>

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Robert Tighe

Lead Animator at Roboto Games

Greater Boston

Summary

work samples-> <https://vimeo.com/robtighe>

With over 14 years of experience in the gaming industry, I have developed a strong passion and expertise for bringing stories to life through motion, gesture, and expression.

My core competencies include hand keyframed biped and creature animation, rigging and animation for new and existing assets, behavior scripting and state blending, and motion capture editing and retargeting. I also have proficiency in using software tools such as Autodesk Maya, 3ds Max, and Spine 2D, and pipeline tools such as JIRA and Perforce. I enjoy collaborating with other animators, designers, and developers to deliver high-quality and memorable gameplay experiences. My goal is to work in an environment where I can constantly learn, grow, and challenge myself as an animator.

Experience

Roboto Games

Lead Gameplay Animator

September 2023 - Present (1 year)

Standing Stone Games LLC

Senior Gameplay Animator II

December 2016 - September 2023 (6 years 10 months)

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
- Advocating for Animation while respecting gameplay performance

- Responsible for pipeline integration of new animation
- Behavior Scripting and State Blending
- Motion Capture Editing and Retargeting

Storm Flag Games

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 Gameplay 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

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)

Lesley University

BFA, Graphic Design · (1994 - 1997)