

# Andrea Ratsos

Narrative Animator / Motion Capture Specialist

[andrearatsos.com](http://andrearatsos.com)  
[aratsos@gmail.com](mailto:aratsos@gmail.com)

## EXPERIENCE

### 343 Industries, Redmond, WA — Cinematic Animator

April 2020 - PRESENT

#### Halo:Infinite

- I animate narratively driven moments (between and during gameplay) and handle the setup and integration of said sequences into Faber, our game engine.
- I handle non-destructive mocap, as well as hand-keyed body and facial animation on a daily basis at the highest quality possible.
- I work collaboratively with large teams to effectively meet deadlines and cooperate with other departments to solve any problems that may arise.
- In addition to actively receiving and applying feedback from the Cinematic Lead, I proactively approach each task and sequence to ensure all aspects meet the highest quality standards possible.

### Rooster Teeth, Austin, TX — 3D Character/Creature Animator

June 2018 - April 2020

#### Projects:

- RWBY Vol.8
- Death Battle
- RWBY Vol.7
- gen:LOCK
- RWBY Vol.6

#### Duties:

- Across multiple projects at Rooster Teeth, I incorporated both motion capture and hand-keyed animation techniques to convey entertaining stories, acting, and action sequences.
- I was actively involved in many mocap fighting and acting capture sessions for “RWBY” and “gen:LOCK” ensuring optimal character performance.
- During my stay, I contributed numerous creature cycles and hand poses to RWBY’s library to streamline future tasks and help make animator’s work more efficient.

## EDUCATION

### Savannah College of Art and Design

Fall 2014 - Spring 2018

Bachelor of Fine Arts - Animation

## SOFTWARE

Autodesk Maya  
Faber  
Unreal Engine 4  
Shotgun  
Slack/Teams  
Vicon Blade  
Motionbuilder  
Toon Boom Storyboard Pro  
Toon Boom Harmony  
Adobe Illustrator  
Adobe Photoshop  
Adobe Premiere Pro

## SKILLS

Character Performance  
Creature Animation  
Mocap Tech Operation  
Mocap Performance Capture  
Mocap Data Clean-Up  
Art Direction  
Story Direction  
Producing  
Basic Rigging  
Communication  
Detail-Oriented  
Resourceful  
Organized  
Diligent  
Punctual  
Self-Motivated