

MADISON AUSTIN

MOTION CAPTURE | 3D ANIMATION | MOTION EDITING



CONTACT

- 912.414.1207
- madison.austin.anim@gmail.com
- www.madisonaustinanim.com

SKILLS

- Motion Capture Suit Prep
- AutoROM Calibration
- Motion Capture Data Cleanup
- Solving
- Body Retargeting
- Facial Retargeting
- Motion Editing
- 3D Character Animation
- Gameplay Animation
- Cinematic Animation

REFERENCES

Alan Hodges

Lead Motion Capture TD
Company: Imaginarium Studios
Email: whodges13@gmail.com

Celia Duffala

Motion Capture Coordinator II
Company: Deck Nine Games
Email: celiaduffala@gmail.com

Eric Leidenroth

Motion Capture Supervisor
Company: Imaginarium Studios
Email: eric.leidenroth@gmail.com



PROJECTS

- Life is Strange: Reunion (2026)
- Moana (2026)
- Life is Strange: Double Exposure (2024)
- The Expanse: Deluxe Edition (2024)
- Dragon Age: Veilguard (2024)



WORK EXPERIENCE

DECK NINE GAMES

APRIL 2023-AUG 2025

Motion Editor - Contract

Responsible for motion capture data cleanup, solving, body retargeting, motion editing, animating gameplay and cinematic sequences, and exporting the animations to Unreal Engine 4 or 5 (depending on the project).

DEC 2022-MAR 2023

Motion Capture Cleaning Technician - Contract

Responsible for motion capture data cleanup, solving, and exporting via Vicon Shogun Post.

IMAGINARIUM STUDIOS

AUG 2024-OCT 2024

Motion Capture Technical Director - Contract

Responsible for marker setup, autoROM calibration, and capturing motion capture data using Vicon Live and Vicon Post softwares.

ROUGE MOCAP

JULY 2022-OCT2022

Motion Capture Generalist - Full time

Responsible for mocap data cleanup, body retargeting, facial retargeting, motion editing, and 3D animation for certain shots assigned (used Vicon Blade, Autodesk Motionbuilder, Performer2MV, and Autodesk Maya respectively).



EDUCATION

Savannah College of Art and Design

SEPT 2018- JUNE 2022

Bachelor of Fine Arts | 3D Animation