

Madison Austin

Motion Capture Technician/3D Animator

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Software

Autodesk Maya
Autodesk Motionbuilder
Vicon Blade
Vicon Shogun Live
Vicon Shogun Post
Unreal Engine 4 & 5
Performer 2MV
Adobe Suite
Microsoft Office
fTrack
Slack
Jira
Perforce

Skills

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

Projects

- Life Is Strange: Double Exposure
- Telltale's The Expanse: Deluxe Edition
- Dragon Age: The Veilguard

Experience

Motion Editor Deck Nine Games - 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).	[April 2023- Aug 2025]
Motion Capture TD Imaginarium Studios - Freelance Responsible for marker setup and capturing motion capture data using Vicon Live and Vicon Post softwares.	[Aug 2024 - Oct 2024]
Motion Capture Cleaning Technician Deck Nine Games - Contract Responsible for motion capture data cleanup, solving, and exporting via Vicon Shogun Post.	[Dec 2022 - Mar 2023]
Motion Capture Generalist Rouge Mocap - Full time Responsible for motion tracking, body retargeting, facial retargeting, motion editing, and 3D animation for certain shots assigned (used Vicon Blade, Autodesk Motionbuilder, Performer2MV, and Autodesk Maya respectively).	[July 2022 - Oct 2022]
Savannah College of Art and Design Bachelor of Fine Arts 3D Character Animation and Visual Effects	[Sept 2018 - June 2022]

Education

References

Celia Duffala
Motion Capture Coordinator II
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