

Contact
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Portfolio
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Production Software



Unreal Engine



After Effects



Illustrator



Photoshop



Shotgrid



Atlassian Suit



Maya



Motion Builder



Cascadeur

Languages



Python



C



Mel



HLSL



Unreal Blueprint

Education

Art Institute of California:
San Diego, CA
08/2011-06/2014

Kevin McCullen

Senior Technical Animator

Professional Summary

Adaptable and dependable Animator with a strong track record with AAA and mobile game pipelines across multiple platforms. Expert in creating innovative tools and workflows with Maya, Unreal Engine, character performance, real-time VFX, and cinematic storytelling. Adept at leading teams and streamlining production processes in early-stage R&D environments.

Experience

Visual Concepts - Senior Animator

07/2019 – Current

Unpublished WWE Prototype

- Established an arcade fighting gameplay and locomotion for signature moves, strikes, and technique attacks.
- Orchestrated animation efforts on complex wrestling moves with new efficient software integration to final product in unreal.
- Propelled cross disciplinary workshop sessions with designers and engineers to prototype combat moves.
- Refined actionable tasks from game-play feedback established from weekly playtests to develop fun player interactions.
- Steered project pitch decks for new games with rounds of executive feedback with estimates and established clear deadlines.

NBA 2K25

- Spearheaded motion capture shoot for NBA 2K25: Gravity Ball, ensuring precise player movement and athletic realism.
- Planned mocap performances with “dance cards” with the goal of refining locomotion transitions for animation-driven PvP combat mechanics.
- Oversaw locomotion and weapon animations in entirety, optimizing responsiveness, combat feel and animation prototyping for new mechanics.
- Collaborated feedback to external animation teams, ensuring consistency in quality from outsourced animations.
- Delegated mocap cleanup tasks to direct reports through Jira and animation reviews.

Lego 2K Drive

- Developed stop motion animation style for cinematics, and pedestrian animations, took great care to curate animation systems, tools and benchmarks of animation quality.
- Advised Art Director and Creative director as a key liaison between in-house and external teams, reviewing and providing feedback resources to hit quality on outsourcing efforts.
- Developed crowd VFX systems using Niagara, enhancing dynamic environmental responsiveness.
- Prototyped reactive vehicle effects, ensuring smooth visual transitions that reinforce gameplay mechanics.
- Generated Maya Python tools to streamline workflows for minifig character animation and modeling.
- Planned material node graph for minifig characters, and HLSL functions to recognize custom masks.
- Supervised Cinematic team with requirements from Creative Director, Art Director including unreal integration for 2K LEGO Drive.
- Increased strong storytelling through pre-visualization and audio, ensuring foundational sequences match narrative vision and immersion.
- Designed rigs for quadrupedal, arachnid, fish, and bipedal characters, ensuring fluid motion fidelity across various animation needs.
- Oversaw outsource teams, interns, task allocation through Jira, Monday and Shotgrid for over 20 individuals at a time.

Daybreak Games - Technical Animator

10/2018 - 07/2019

- Developed rigging and animation systems for sci-fi weapons with custom state machine logic integrated within morpheme and custom proprietary engine.
- Improved Python scripting to maintain and modify proprietary tools for batch re-targeting and setup and defined rigs using HumanIK.

MZ Game Studio - Associate Animator

03/2015 - 04/2018

- Authored rigs and animations for mobile 3D characters, creatures, and vehicles.
- Championed hand keyed animation style for facial and body reactions on cartoony character proportions for game-play features.
- Crafted a unique visual style for low-poly, cartoony characters.

Sony Online Entertainment - Animation Intern

04/2014 - 06/2014

- Integrated and cleaned motion capture data into the Planetside 2 animation pipeline.