

Cedric J. Adams
Gameplay & Cinematic Animator

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Los Angeles, California
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Work Experience

» **Foxfrd Productions, Los Angeles, CA // (Unannounced Solo Project)**

Creative Director, Musician, Environment Artist & Animator // August 2020 - Present
+Creating music video cinematics within Unreal Engine 4.

» **The Game Band, Los Angeles, CA // (Where Cards Fall)**

Gameplay Animator // September 2020 - February 2021
+Retoiled game animations from a pathfinding system to a gamepad system.
+Polished animation controllers and animation blends in Unity.

» **The Odd Gentlemen, Los Angeles, CA // (Unannounced Project)**

Gameplay Animator // June 2020 - August 2020

» **The Game Band, Los Angeles, CA // (Where Cards Fall)**

Lead Animator // January 2019 - Present
+Hand-key animated the full character-driven locomotion system for *Where Cards Fall*.
+Worked heavily with an animation-engineering team to create clean and polished movement animations inside a pathfinding system.
+Lead and managed a team of talented animators.
+Provided animation direction and managed all of the animations worked on for the game.
+Developed the somber style of animation seen in *Where Cards Fall*.
+Worked closely with a Creative Director to deliver storytelling cutscenes.
+Worked with Narrative Designers to build cutscenes in-engine.

» **Arbitrarily Good Productions LLC, Los Angeles, CA // (Live 3D Exhibit)**

Freelance Animator // August 2017 - October 2017
+Created various hand-keyed game cycles of animals such as bears, deer, and birds for a real-time, game engine-based forest exhibit.

» **The Game Band, Los Angeles, CA // (Where Cards Fall)**

Animator // March 2016 - December 2018
+Sole animator on *Where Cards Fall*. Created all character, movement, narrative, vehicle, and prop animation for the game.

Awards

Where Cards Fall
+Apple Design Award - Winner 2020
+Best Mobile Game - Unity Awards 2019
+Best Apple Arcade - Touch Arcade 2019

Software

Maya, Cinema 4D, Blender, MotionBuilder, After Effects, Nuke, Photoshop, Procreate, Unreal Engine 4, Unity, Shotgun, Jira, Blender