

RACHAEL ORMOND

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SUMMARY

Dedicated 3D animator with 3+ years of experience animating realistic and compelling characters. Proficient in Autodesk Maya and Faceware. Expertise in motion capture and hand key facial animation. Strong collaboration skills working with team members to create and deliver high quality animations.

EXPERIENCE

3D ANIMATOR

CounterPunch, A Virtuos Studio | Los Angeles, CA

JULY 2021 - APRIL 2025

OCT. 2025 - DEC. 2025

- Created realistic and stylized facial animation.
- Worked with motion capture data and programs such as Faceware.
- Collaborated with team members to produce quality animation.

2D ANIMATOR, GRAPHIC DESIGNER

High Point Rockers Baseball | High Point, NC

MAY 2019 - SEPTEMBER 2019

- Created 2D animations and vector illustrations of the mascot.
- Composed captivating and vibrant graphics for the Jumbotron.
- Operated the Jumbotron and controlled the graphics being shown during games.

GAMES

HOGWARTS LEGACY

Warner Bros. Games

3D FACIAL ANIMATOR

- Created dynamic facial animation and cleaned up facial animation in different scenes.

METAL GEAR SOLID DELTA: SNAKE EATER

Konami

3D FACIAL ANIMATOR

- Made hyper realistic facial animations with deep, compelling emotions.

MARVEL'S MIDNIGHT SUNS

2K Games

3D FACIAL ANIMATOR

- Worked with both hand key and motion capture facial animation for various characters.

SKILLS

• Autodesk Maya	• Microsoft Teams	• Adobe Photoshop	• MetaHuman
• Autodesk Flow	• Outlook	• Adobe After Effects	• Procreate
• Unreal Engine	• Slack	• Adobe Illustrator	• Faceware

EDUCATION

BACHELORS IN 3D ANIMATION

Savannah College of Art and Design

SEPTEMBER 2017 - MAY 2021

- Graduated with honors
- Worked on SCAD Animation Studios' short film "Bearly"