

# 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

JULY 2021 - APRIL 2025

CounterPunch, A Virtuos Studio | Los Angeles, CA

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

MAY 2019 - SEPTEMBER 2019

High Point Rockers Baseball | High Point, NC

- 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

3D FACIAL ANIMATOR

Warner Bros. Games

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

### METAL GEAR SOLID DELTA: SNAKE EATER

3D FACIAL ANIMATOR

Konami

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

### MARVEL'S MIDNIGHT SUNS

3D FACIAL ANIMATOR

2K Games

- 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

SEPTEMBER 2017 - MAY 2021

Savannah College of Art and Design

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