

RACHAEL ORMOND

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SUMMARY

Dedicated 3D animator with 4 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

JAN. 2026 - FEB. 2026

Rouge Studios | Marina del Rey, CA

- Smoothed and cleaned motion capture body animation.
- Transformed motion capture facial data into expressive, readable animation.
- Worked along side talented animators and leads to bring out the best animations.

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.

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
- Autodesk Flow
- Unreal Engine
- Microsoft Teams
- Outlook
- Slack
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- MetaHuman
- Procreate
- 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"