Victor DeBaie

Game Play Animation Expert and Director

PROFILE

It is my goal to merge art and technology, providing the viewers with a captivating and immersive experience.

My passion goes beyond animation and motion graphics, as I am also interested in developing behavioural and gameplay systems that accurately represent the complex responses of life to various internal and external stimuli.

CONTACT

PHONE:
514-5462-6577
WEBSITE:
www.vicdebaie.com
www.vicdebaie.com/blog

HIGHLIGHT OF QUALIFICATIONS

- 25 Years of experience in Character Animation and Production

- Multifaceted skills in Motion Creation, Motion Analysis and Pre-Visualization

- Extensive knowledge in Core Game Mechanic Animation Breakdown, Animation System Design and Gaming

- Responsible for developing and implementing high-quality animation in over 20 productions.

- Integrator and designer of Animation Pipeline Development and Scheduling

- Expert knowledge in Key Frame and Motion Capture Animation

- Experience in Realistic, Hyper-Realistic, Exaggerated and Stylized Animation development

- Experience with Python Scripting for Animation Pipelines, including Automate Re-targeting and Content Creation Tools.

HOBBIES

- Video Games
- Playing Guitar
- 3D Printing
- 3D Modeling
- Diorama Building
- Kayaking
- Sculpting

CLIENT LIST

NetEase Games ● UbiSoft ● EA ● Pandemic ● Sony Image Works ● Disney ● WB ● Lightstorm ● 20th Century Fox ● Universal Pictures ● ESPN ● Sci-Fi Channel ● Film Roman ● BBC ● Majesco Games ● YTV ● CBC

SHIPPED TITLES INCLUDE

NetEase Games ● Far Cry 5 ● Far Cry Primal ● Rainbow 6 Siege ● Assassin's Creed Unity ●Assassin's Creed III● Peter Jackson's King Kong ● James Cameron's Avatar the Game ● Prince of Persia Warrior Within ● Prince of Persia the Two Thrones ● ESPN Sports Connect ● Surf's Up ● Kim Possible What's the Switch ● The Ant Bully ● Black & Bruised

WORK EXPERIENCE

NetEase Games - Animation Director
December 2022 – Currently

- Composed and delivered the "Developing Game Play Animation" presentation, emphasizing best practices for superior gameplay animations and systems.

- Crafted detailed documentation on Shooting Mocap, imparting advanced motion capture shooting and editing techniques to animators, directors, and team leads.

- I produced a series of in-depth competitive analysis documents and presentations, focusing on animation quality and system evaluations for third-person shooters, first-person shooters, and MMOs. This included thorough examinations of Player Navigation, Gun Combat, Cover Systems, Melee, Advanced Navigation, and AI behaviours.

- Created comprehensive PowerPoint presentations to convey designs, systems, and animation methodologies effectively.

- Directed the evaluation and feedback of both Player and AI systems, improving gameplay and user experience.

UbiSoft - Senior Game Play Animator
April 2009 – December 2022

- Developing behavioural systems and animation that convey life, interacting and reacting with internal and external stimuli.

- Created Python-scripted animation tools and automation to streamline production, including automated batch retargeting and various tools for efficient mocap editing. This suite also featured toolbars and enhanced UI for animator productivity, naming convention utilities, foot slide correction tools, and batch rendering tools for video reviews. Animation efficiency improved exponentially through Python scripting as tasks that would take weeks could be done overnight.

- Created original animations and systems for multiple productions, gameplay systems and marketing campaigns using Key Frame and Motion Capture.

- Experience in constructing and advancing Cover Based Systems, Interrogation Systems, Paired Animation, Ledge Systems, Climbing Systems and Vaulting Systems.

- Development of Pipelines, Workflow and AI State Systems.

- Worked closely with Leads, Directors, and Managers to provide an overview of systems and Cinematics.

- Directed Motion Capture shoots for Core Game Mechanics.

- Developed Visual Documents to provide insight into Direction and Design.

- Designed tutorials for animators to create "Rapid Prototypes" within various game engines.

- Met with members of Black Water Military to review tactics training from former members of elite, special force units to create unique gameplay animations and understand field procedures.

Pandemic Studios - Lead Animator
September 2006 – November 2008

- Managed and directed a team of Animators.

- Scheduled Team Meetings, Reviews and Round Tables.

- Worked with Directors and Managers to present the game's vision to our team.

- Created hand-keyed animation and developed pipelines for cinematics, boss battles, navigation, fight systems, and interactive cinematic events.

- Directed Technical Artists to advance the animation rig and streamline the production pipeline.

- Aided Animation Programmers in developing tools and systems to push Next Generation gameplay animation and behaviours.

A2M - In-Game Cinematic Animator

February 2006 – September 2006

- I produced "In Game" Cinematics and worked closely with storyboard artists and the animation director.
- Reviewed and updated Cinematic Pipeline.

UbiSoft - Senior Animator

July 2003 – February 2006

- Creation of Fight Systems designed to sustain the Game Director's "Free Form" gameplay style.
- Worked with the Animation Director to create a style and overall flow of gameplay.
- Mentored other animators to help meet the production's style and needs.
- Development and implementation of key framed animation for Main Characters (3rd person and 1st person), NPC Behaviors (Navigation, Fighting, Acting, etc.), Bosses (Navigation, Fight and Cinematics), as well as Quadrupeds (horses, dogs, cats, and fantasy creatures).
- Developed Target Game Footage as well as Marketing videos for various projects.

Cinegroupe – Character Animator (TV)

December 2002 – July 2003

Klik Animation - Animator (TV)

August 2002 – November 2002

Interstation / Digital Fictions - Senior Animator (Video Game Cinematics)

June 2002 – August 2002

Cage Digital / Evening Sky Productions - Character Animator (TV)

February 2001 – November 2001

O'Brien & Bourque Promotions Inc - Digital Video Production and Web Design

June 2000 – September 2000

New Media Development (NMD) - Illustrator

January 2000 – February 2000

Hal/FX Design - 3D Animation

July 1999 – November 1999

Salters Street Films Productions - Compositor & Animator (TV)

July 1999 – November 1999

Vantage Communications Inc - 3D Animator (Multimedia)
July 1998 – August 1998

EDUCATION

- Python Training for Artists 2018
- Acting For Animators Master Class 2012
- Jason Ryan's Animation Master Class 2011
- McKenzie College 1998

SOFT SKILLS

- Leadership and Team Management
- Effective Communication Skills
- Creative Vision and Innovation
- Attention to Detail
- Problem-solving and Decision-Making
- Adaptability and Flexibility
- Mentorship and Coaching
- Project Management

SOFTWARE EXPERIENCE

- Multiple "In House" Game Engines
- MotionBuilder
- 3DS MAX
- Maya
- Softimage XSI
- Premier Pro
- Photoshop
- Illustrator
- Python Scripting