




# Martin Kennedy

## Animator

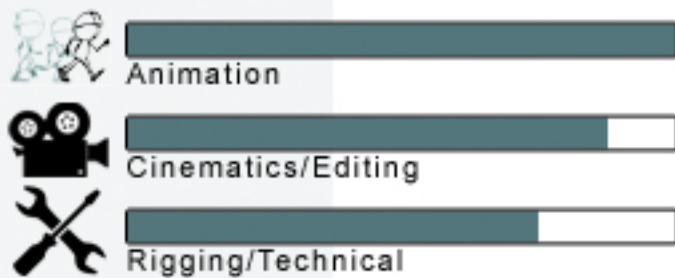
### Contact

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-  [vimeo.com/secondarymotion](https://vimeo.com/secondarymotion)

### Education

2003 – 2006: University of Portsmouth  
BA (Hons) Computer Animation  
First Class Honours

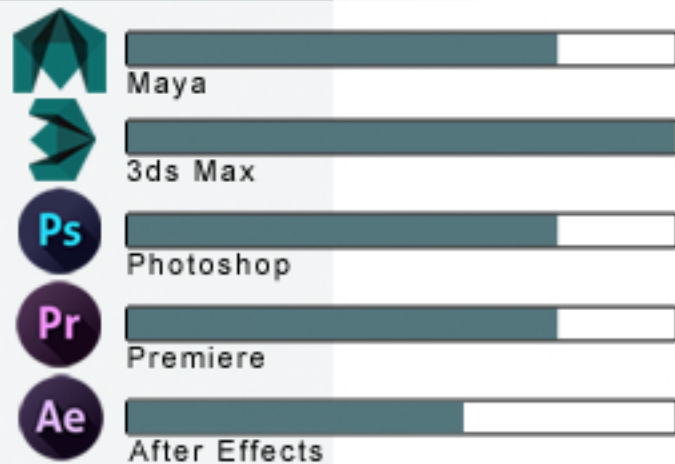
### Skills



### About

Highly motivated, passionate and efficient individual seeking fresh challenges in producing high quality computer animation.

### Software



### Interests



2007 - Present

### Sniper Elite 4 (2017)

PC, PS4, Xbox One

Senior Animator/Assistant lead

- Oversaw and managed implementation of all weapon types, liaising with other disciplines and allocating tasks to ensure all weapons were delivered on schedule
  - Responsible for the expanded traversal features.
- Key responsibilities included:
- Motion Capture selection, cleanup, additional keyframe modification and preparation for export
  - Creating and managing state machine graph for Traversal
  - Liaising with Code and Design to establish traversal functionality, scope and implementation.

### Zombie Army Trilogy (2015)

PC, PS4, Xbox One

Senior Animator

- Final Boss Encounter animations
- "Chainsaw Elite" enemy animations
- Improving Skeleton enemy animations
- Implementing updated character skins

### Sniper Elite 3 (2014)

PC, PS4, PS3, Xbox One, Xbox 360

Senior Animator

- Initial vehicle rigging & proxy objects
- Initial weapon rigging & proxy objects
- Some MaxScript animation tools (project specific)
- Working with Lead Animator and programmers to assist with development and implementation of new State-Machine tech

### Sniper Elite 2 (2012)

PC, PS3, Xbox 360

Animator

- In-game and cinematic content
- Working with initial implementation of animation layer tech

### Aliens VS Predator (2010)

PC, PS3, Xbox 360

Junior Animator

- Responsible for 1st Person & 3rd Person Marine animation
- Producing additional cinematic and in-game content for all characters

### Additional Animation

#### BattleZone VR (2016)

PSVR

Animator

- Prototyping & Style tests for VR cockpit

#### NeverDead (2012)

PS3, Xbox 360

Animator

- Final Boss Encounter animations
- Cinematics animator
- Some MaxScript animation tools (project specific)