

Cynthia Fenton-Quijano

Environment Animation/Destruction/Breakable Artist

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EXPERIENCE

Sony Santa Monica Studio, California — Breakable Artist/ Collision Team

God of War

June 2021 - Aug 2022 (Present)

Created simulations and or physic based breaks on premade assets in houdini and Maya

Placed FX and create collision on the breakables I created.

Created, adjusted and debugged IK collision and MFX tagging.

Fixed bugs assigned to me via JIRA dealing with breakables and collision

Treyarch, California— FxAnim (Remote)

Call of Duty: Black Ops - Cold War DLC

Oct 2020 - May 2021

Created rigs, simulations and animations from start to finish.

Brainstormed possible dynamic assets to be placed within various maps.

Worked closely with level builders to help design and place dynamic assets. Handled and debugged problematic dynamic assets within various levels

343 Industries, Washington— Dynamic Artist

Halo Infinite

Dec 2018 - Aug 2020

Helped setup, debug, create, rig, implement and animate various assets for ingame use.

Helped create documentation for dynamic workflow.

Helped create, look over and edit excel tracking documentation.

Helped with assigning tasks to other members of our team.

Sony Santa Monica Studio, California — Breakable/ Fx Artist

God of War

Jan 2017 - Dec 2018

Created simulations and or physic based breaks on pre-made assets.

Placed FX on the breakables I created and various levels in game.

Created, adjusted and debugged character and camera collisions.

Fixed bugs assigned to me via JIRA dealing with breakables.

Ran the destruction team while the boss was on paternity leave.

SKILLS

Maya, 3DS Max, PullDownIt, Fracture,Physic Simulations, Rigging, Animations, Environment Animations, Photoshop, AfterEffects, Retopologizing, Low and High Poly Models, PerForce, ADO, Jira, Unreal Engine, Node Base Setup

AWARDS

Game of the year - God of War 2018

Best Portfolio

Outstanding Student Award in Media Arts and Animation

Dean's Honor Roll

Reference

Ruben Morales - Lead Destruction Artist at Sony

Rory Young - Lead Dynamic Artist at 343 Studio

Tuan Nguyen - Senior Narrative Animator at Sony Santa Monica Studio

Christopher Daugherty - Technical Artist at 343 Studios