

# Josh DeVaughn

## Animator

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Denver, CO

## Professional Experience

### Silver Comet Productions, LLC. – Animator

November 2023 – February 2025 | Atlanta, GA (Remote)

Pre-visualization and 3D character animator for virtual band, Star Forest.

Responsibilities include:

- Conceptualize character styles and animation for five music videos and promotional animated content.
- Created a library of animated cycles for use within Unreal Engine 5 and Fortnite.
- Expanded skill set for 2D character animation and sound design for use in Youtube content.

### PlayStation Studios Visual Arts – Mid-Level Cinematic Animator

July 2021 – June 2023 | San Diego, CA (Remote)

3D animator on multiple game projects for in-game cinematics.

Responsibilities included:

- Use of motion capture cleanup, hand-keyed prop interactions, and facial solving skills for creating engaging and believable in-game cinematics.
- Collaboration and close communication with leads and other team to meet strict production deadlines.
- Technical problem solving for unique animation challenges and preparing scene for cinematic to gameplay transitions.

Credited projects:

- God of War Ragnarök (2022) – In-Game Cinematics
- The Callisto Protocol (2022) – In-Game Cinematics & Face Solving
- Marvel's Spider-Man 2 (2023) – In-Game Cinematics & Face Solving
- Announced Kojima Studios Project – Face Solving

## References

Due to public listing of this resume and in an effort to provide privacy, please contact me at any of the above methods for an inquiry of supportive references, thank you.

## Skills

- Character Animator
- Face Solving
- Motion Capture Cleanup
- Character Rigging
- Effective communicator and collaborator
- Self-Motivated

## Education

### Florida State University

(College of Motion Picture Arts)  
Tallahassee, FL  
Aug 2016 – May 2020

- Bachelor's in Fine Art and Animation
- 3.8 GPA
- Lead and directed animated projects.
- Mentor to junior animators.

## Software

- Autodesk Maya
- Unreal Engine 5
- Motion Builder
- Adobe Premier Pro
- Adobe After Effects
- Adobe Character Animator
- Helix P4V