

Destiny Bradley

www.technicalID.com

character setup / motion capture / TD

Experience

Setup Artist and Technical Direction Lead, House of Moves
February 2010 - Present, Los Angeles, CA

Responsible for all motion capture skeletal setups including: new skeletal builds, constraint configuration, updating actor skeletal constraints and solving. Oversees and approves quality of all motion and solves of data to be delivered raw or pushed through production pipeline. Updates existing scripts and provides job specific and generic supplemental scripts as well as tools using house scripting language. Worked on and overseen the production of motion capture shoots both on technical and practical sides; responsibilities including in depth knowledge of: full facial, body and finger marking, running real time actor to character setups, and working with actors and performers. Experience with electro-oculography setup, capture and data. Capable of labeling, tracking and cleaning captured data. Fully experienced in effective, efficient and beginning-to-end team work.

Rigging and Scripting Studio Artist, Full Sail University
March 2009 - February 2010, Winter Park, FL

Responsibilities included helping, guiding and creating quality learning tools for students specializing in rigging and scripting discipline along with other computer animation disciplines. Evaluated student and colleague work via panels or one on one critique to ensure top of the line and cutting edge industry standard work. Taught with critical thought and reasoning to help students better understand concepts and to reevaluate their work.

Education

Bachelor of Science, Computer Animation, Full Sail University
June 2008
Concentration in character setup and scripting

Studied, Graphic Design, Okaloosa-Walton College
1999-2003

Focus on compositing, design and photography.

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by nature

rigger
technical director
scripter
problem solver
creature lover
organizational
perpetual student
hard working

currently evolved into

motion capture artist
with an eye for accuracy

and always ready for

new things
learning/adapting
anything worthwhile
challenging
fun

tools

Maya < 2012
MotionBuilder < 2011
Blade 1.7
Photoshop CS5

languages

MEL/Python/HSL
English
German

clients

Treyarch
Epic
Asylum
Digital Domain
Sega
THQ
Zoic
Propaganda Games
Pipeworks Software
Fox
Industrial Light and Magic
Valve
Reebok
Stan Lee Group

...in the end

*It's all about doing what you love
and having fun while doing it.*