

Destiny Bradley

850.218.4504

destiny@inbox.com

www.technicalD.com

Experience

Setup Artist and Technical Direction Lead

House of Moves, Los angles, CA

2/2010-Present

- 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 markering, 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, Winter Park, FL

3/2009-2/2010

- 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.
- Had the opportunity to work with a 3D printer to create maquettes from computer models for displays.

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 challenging
fun

tools

Maya
MotionBuilder
Blade
Photoshop

languages

MEL/Python/HSL
English
Basic German

clients

Treyarch
Epic
Bungie
Digital Domain
Sega
Zoic
Propaganda Games
Pipeworks Software
Industrial Light and Magic
Valve
Reebok
Electronic Arts

...in the end

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

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.

Partial list of titles I worked on.

Army of Two: The Devil's Cartel

God of War: Ascension

Dead Space 3

Medal of Honor: Warfighter

Call of Duty: Black Ops II

Call of Duty: Black Ops

Need for Speed: Most Wanted

WWE '12

WWE '13

Gears of War 3

Uncharted 2

Deadliest Warrior: The Game

Halo: Reach

Responsible for all motion capture actor setups and technical direction, all project specific.