

Elijah Shaw

(601) 596-7620
shawelijah@gmail.com

Portfolio: <https://shawelijah.wixsite.com/portfolio>

Experienced Character Animator specializing in both stylized and realistic animation for games and films. Proven track record in character rigging, animation, and motion capture with a strong eye for detail.

EXPERIENCE

Crash Landing Studios — Animator

October 30th, 2022 - PRESENT

- Creating highly stylized short films with variable framerates.
- Credited for animation work on short films including: "[Bathtime](#)," "[Detective Diaries Chapter 2: Eye of the storm](#)," and "[Money Troubles](#)."

Superseed Studios — Facial Animator

March 13th, 2024 - May 8th, 2024

- Worked on facial and body animation for dialogue choices in Unreal Engine for Obsidian's game, Avowed

Turn Me Up Games — Mid Character Animator

June 6th, 2022 - March 8th, 2024

- Character animator for an unannounced title.
- Worked on gameplay and cinematic animation, both keyframed animation as well as motion capture cleanup, and both biped and creature animation.

Man of Motion

July 19th, 2021 - May 23rd, 2022

- Created cartoony in-game keyframe animation for an unreleased sidescrolling platformer, both for the PC and NPCs for combat and general interactions
- Motion capture cleanup of gameplay for an unreleased military simulator; character interactions and several walk cycles.

The Third Floor — Shot Creator Trainee

September 14th, 2021 - October 13th, 2021

- A short training program that covered how to create effective previz for film, ranging from character animation, camera work, to lighting, simple effects/simulation, and rendering.

Epoch Games — Animator

August 17th, 2020 - April 27th, 2021

- Created several keyframed locomotion and NPC interactions in the game "The Lays of Althas: Sundered Order"

SKILLS

- Character Animation
- Facial Animation
- Creature Animation
- Maya
- Blender
- Rigging
- Modelling
- Texturing
- Procedural Shaders
- Lighting

EDUCATION

Animation Mentor — *Diploma in Advanced Character Animation Studies*

2016 - 2021

A course trained by veteran animators that are active in the industry to train and teach animators.

Faulkner State Community College — *Associate's in Computer Animation and Effects*

2013 - 2015

A generalist program that covered every step for creating a film from script, storyboard, modelling, texturing, animating, rendering, and compositing.