

# Tim Oberlander

Animator/Character TD

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I am an experienced animator and character TD with over 20 years of experience in building teams and pipelines, with a track record of shipping successful and profitable games.

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## Software

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Autodesk Maya	Autodesk Motionbuilder	Adobe Photoshop
Unity	Perforce	Git
Jira		

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## Experience



September 2011 - PRESENT, San Francisco, CA

Over the past decade plus, I have worked with many teams at Zynga. Currently my position is fluid where I move from team to team helping out where needed. This usually entails rigging and/or animation related tasks. I also often host an animation 'Happy Hour' over Zoom where anybody from the division can call in to talk shop.

During my time at Zynga, I have won their 'Rock Star' award. I have also won 'Employee of the Month' multiple times.

Below are the major projects that I have worked on for Zynga.

### Harry Potter: Puzzles & Spells: iOS, Android

**Principal Animator / Character TD:** September 2021 - PRESENT

- Rigged and animated 3D animals and 2.5D paper dolls
- Refined tools for rigging and animation authoring
- Helped to review OS models
- Mentored animators on rigging techniques and animation approaches

### Game of Thrones: Slots: iOS, Android

**Principal Animator:** September 2019 - September 2021

- Built the pipeline for the full 3D dragon feature
- Designed the animation flow tree and animated multiple ages of the dragon
- Animated 2D and 2.5D assets in Maya and/or Unity
- Animated VFX in Unity
- Cut up Photoshop assets into parts/layers to animate in Unity

### **Cutest Critters: Unreleased**

**Principal Animator / Character TD:** March 2021 - September 2021

- Explored modular rigging pipelines for sharing animations between 'critters'/creatures of different designs while having similar anatomical features.
- Animated 2D UI elements
- Reviewed outsource models

### **Wonka's World of Candy: iOS, Android**

**Principal Animator / Character TD:** June 2017 - September 2019

- Built efficient animation pipelines for bipeds, animals, machines
- Rigged and Animated characters, animals, machines
- Wrote and/or refined custom rigging, modeling, animation tools
- Worked very closely with concept team to help them stay within the technical scope of the project
- Implemented skinned assets and animations in Unity
- Managed OS animation team

### **Farmville 2: Country Escape: iOS, Android**

**Principal Animator / Character TD:** November 2013 - June 2017

- Built efficient animation pipelines for bipeds, animals, vehicles
- Rigged and Animated characters, animals, vehicles
- Translated monthly spec sheets from designers into animation lists
- Wrote custom tools for the authoring and exporting of animations

### **Project Fight: Unreleased**

**Principal Animator:** November 2012 - September 2013

- Hand keyed choreographed fight scenes
- Used iPi Software to motion capture myself acting out choreographed fight scenes
- Worked closely with engineers and designers

### **Party Place: iOS, Android**

**Senior Animator:** September 2011 - February 2012

- Built efficient animation pipelines for bipeds
- Rigged and Animated characters

### **Farmville 2 Mobile: Unreleased**

**Senior Animator:** September 2011 - June 2012

- Built efficient animation pipelines for bipeds
- Rigged and Animated characters
- Built a LOD pipeline
- Worked closely with engineers and designers



# Page 44 Studios, LLC

December 2000 - September 2011, San Francisco, CA

Below are the major projects that I have worked on for Page 44 Studios.

## THQ

**Pictionary: Ultimate Edition (2011): PS3, XBOX 360**

## Disney Interactive

**Disney Channel All Star Party (2010): Wii**

**Hannah Montana: Rock out the Show (2009): PSP**

**Highschool Musical 3: Senior Year Dance (2008): PS2, Nintendo Wii, PC, XBOX 360**

## Sony 989 Sports

**Gretzky NHL 2005 and 2006: PS2, PSP**

**Lead Animator / Lead Character TD: 2002-2011**

- Managed a team of 7 animators: Responsible for creating monthly animation schedules, running meetings, and interacting as a liaison between animation department and other departments
- Directed and animated "cut scene" and "in game" animations
- Worked closely with producers, project managers, and art director to meet monthly milestones
- Interacted with programmers to problem solve and set up efficient animation pipelines
- Responsible for creating rigs and skinning characters
- Organized and directed motion capture sessions of up to four actors

## EA Sports: Big

**Freestyle (2002): PS2, Game Boy Advance, Game Cube**

**Animator / Character TD: 2000-2002**

- Rigged all assets
- Animated all 'in game' animations
- Supported EA animators on the 'front end'
- Worked very closely with programmers



# The Art Institute of Portland

June 2006 - June 2007, Portland, OR.

While still working in the game industry, I thought that it would be a fun challenge to teach animation.

## Course: Intermediate Animation Techniques

**Teacher:** 2006 - 2007

- Designed curriculum to teach “physical” animation techniques.
- Wrote lectures based on curriculum.
- Provide in depth classroom critiques
- Won the ‘Kudos’ award for favorite teacher (voted on by students)

## Course: Senior Studio

**Teacher:** 2006 - 2007

- Helped students get pieces finalized for their demo reel / portfolio.

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## Education

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**Academy of Art University** / B.F.A., Computer Arts- Computer Animation  
February 1998 - June 2000, San Francisco, CA

**University of Oregon** / B.S. Exercise and Movement Sciences / Kinesiology  
September 1992 - June 1996, Eugene, OR