

CATIE JONES

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EXPERIENCE

VR Technical Game Designer

Lam Research

Tualatin, OR Feb 2025 - present

- Design and implement interactive VR training sims for semiconductor manufacturing equipment.
- Modify and animate complex 3D CAD models.
- Create user tools for VR development.
- Manage VR classroom equipment and troubleshoot issues across local and global training centers.

Virtual Production TD

LAIKA Studios

Hillsboro, OR Jan 2023 - Jan 2025

- Directed Unreal Engine stage operations, managing LED wall, virtual camera, and motion capture shoots.
- Developed and optimized 3D character Control Rigs, real-time IK retargeting, and in-engine tools.
- Staged 3D environments, lighting, cameras, crowds, and VFX animations in Unreal Sequencer to finalize previs shots, matching storyboards.
- Mentored team members via hands-on training, troubleshooting, and technical documentation.

Virtual Production / Motion Capture Technician

Wevr

Burbank, CA Jan 2022 - Dec 2022

- Directed motion capture calibration and performance capture sessions, using LiveLink and MetaHuman character rigging for real-time visualization.
- Maintained inertia mocap hardware, suits, pipeline, and motion library.
- Created, optimized, and implemented 3D previs assets, dynamically adjusting real-time elements.
- Designed, developed, and tested VR game prototypes.

Virtual Production Artist

Silver Spoon

Manhattan Beach, CA Oct 2021 - Dec 2021

- Managed on set virtual camera tracking, optimized assets, and aligned virtual sets with real-world counterparts for live-action production.
- Adjusted real-time shot elements, including animation, color keying, cameras, and lighting.

SKILLS

Unreal Engine 5, (Blueprints, Sequencer, LiveLink), Autodesk Maya, MotionBuilder, ShotGrid (Flow), Vicon, OptiTrack, Motive, Xsens, Blender, Unity, C#, C++, Python, JavaScript, MEL, Lua, Adobe Photoshop, Premiere, After Effects, AR, VR, MR, XR, Perforce, Git, GitHub, AWS, ICFX, Agile, Scrum, Linux, Microsoft Windows, Mac OSX, Office, Word, Excel, Google Suite

Motion Capture Stage Technician

Wave XR

Los Angeles, CA Dec 2020 - Oct 2021

- Directed facial / body calibration and performance capture sessions for live musical talent, also managing live-stream broadcasts of interactive virtual concerts.

Junior Motion Capture Animator

2K Games

Petaluma, CA Jan 2020 - Dec 2020

- Cleaned, solved, and retargeted mocap character and prop data for gameplay and cinematics, contributing to the success of three AAA games.

Creative Technology & Support Specialist

USC School of Cinematic Arts

Los Angeles, CA Jan 2017 - May 2019

- Provided efficient dispatch, troubleshooting, and solutions for urgent classroom A/V, IT, and mocap equipment technical issues.

PROJECTS

- **Wildwood** - Virtual Production TD, 2023 - 2025
- **Wevr Virtual Studio (WVS)** - Mocap Tech, 2021 - 2022
- **The Mandalorian: S3** - Virtual Production Artist, 2021
- **Justin Bieber: An Interactive Virtual Experience, PentaKill: An Interactive Album Experience, Dillon Francis: Total Fiasco Virtual Concert, Beatport: BEYOND Virtual DJ Series, Alison Wonderland: Wonderverse** - Mocap Stage Technician, 2020 - 2021
- **NBA 2K21, WWE 2K22** - Jr. Mocap Animator, 2020
- **BeachcomberVR** - Game Director, 2018 - 2020
 - * Official Selection of Indie Prize, ICXR Festival, USC Games Expo, IndieCade Game Tasting, 2019

EDUCATION

MFA, Interactive Media & Game Design

USC School of Cinematic Arts, 2016 - 2019

BFA, Animation

Massachusetts College of Art and Design, 2009 - 2013